



"Wake Up"  
1025-166  
FINAL BOARD

Date 10/08/13

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board 10/08/13
- ☐ Design Board
- ☒ Final Board

Adventure Time Created by  
Pendleton Ward

Supervising Director  
Elizabeth Ito

Storyboard by  
Andy Ristaino  
& Cole Sanchez

NOV 04 2013

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# ADVENTURE TIME



Page 1

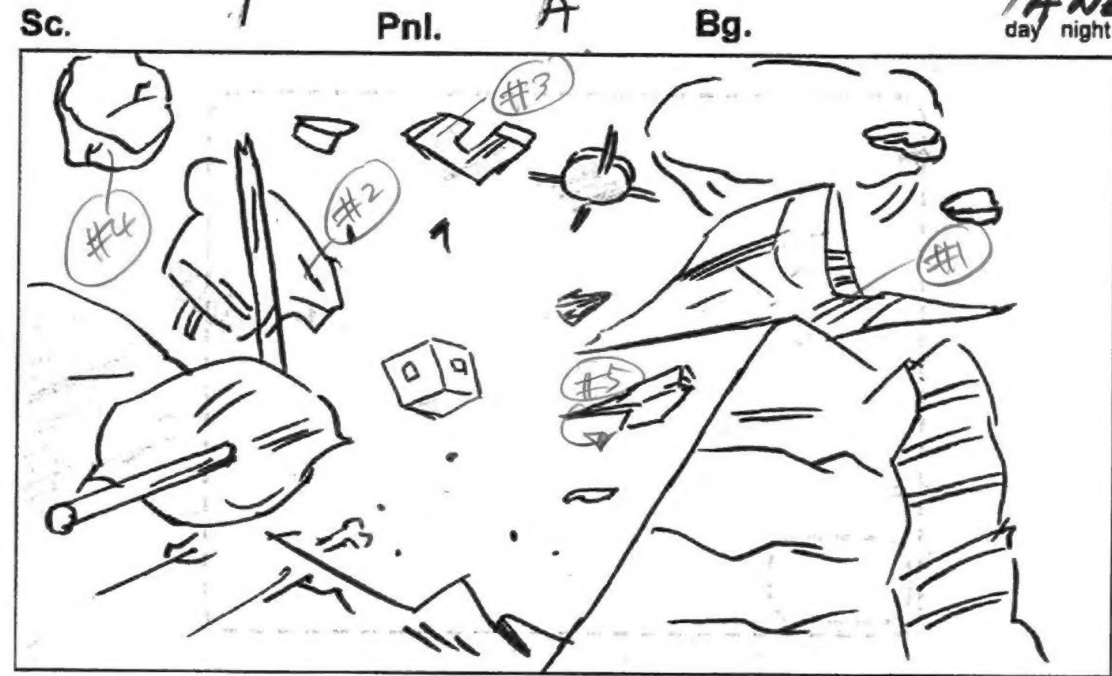
**A NEXT**  
day night

Sc. Pnl. Bg. day night

# WAKE UP

BY

ANDY AND COLE



<p>Dialog:</p> <p style="text-align: center;">Start</p>	<p>* All objects w/ very slow Rotate</p> <p>* Foreground object very slow Drift pan (B to L)</p> <p>* Cube Holds NO MOVEMENT.</p>
<p>Action:</p>	<p>NOV 04 2012</p>
<p>Timing:</p>	

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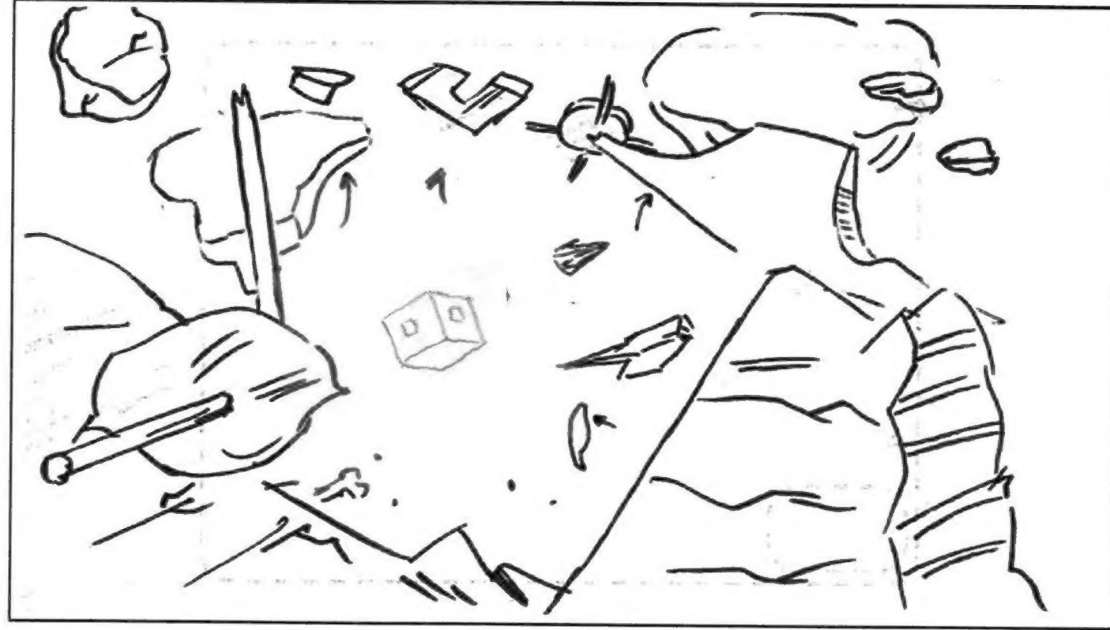


Sc. 1 *CONT*

Pnl. B

Bg.

day night



Sc. 1 *CONT*

Pnl. C

Bg.

Page 1A  
2 NEXT  
day night



Dialog:

Action:

Timing:

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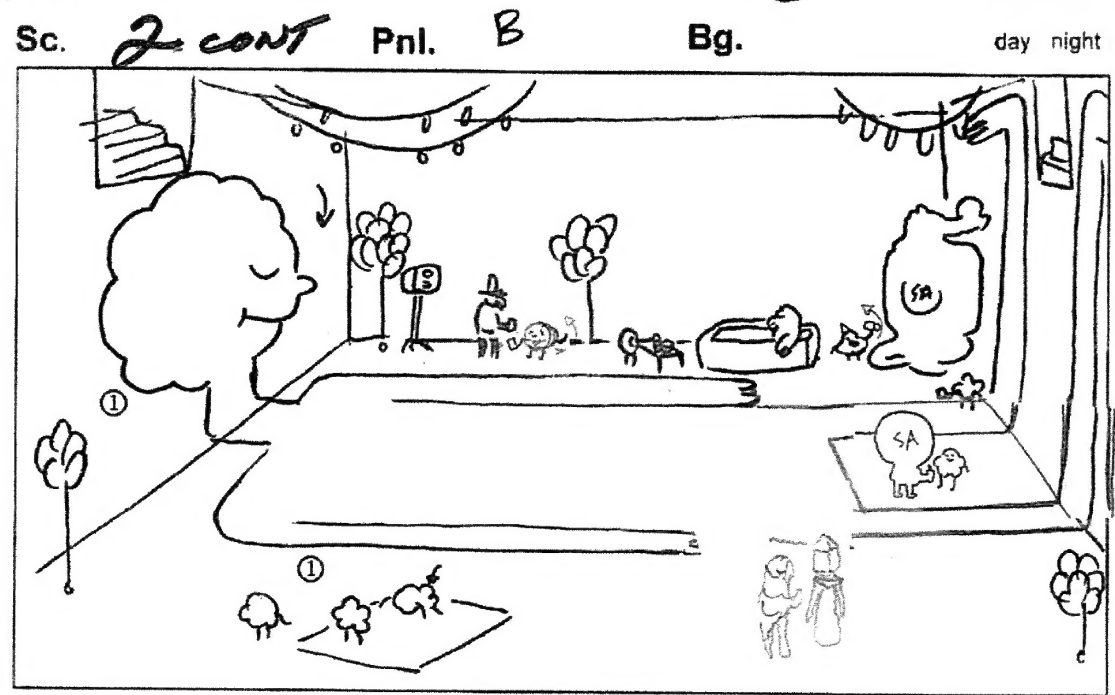
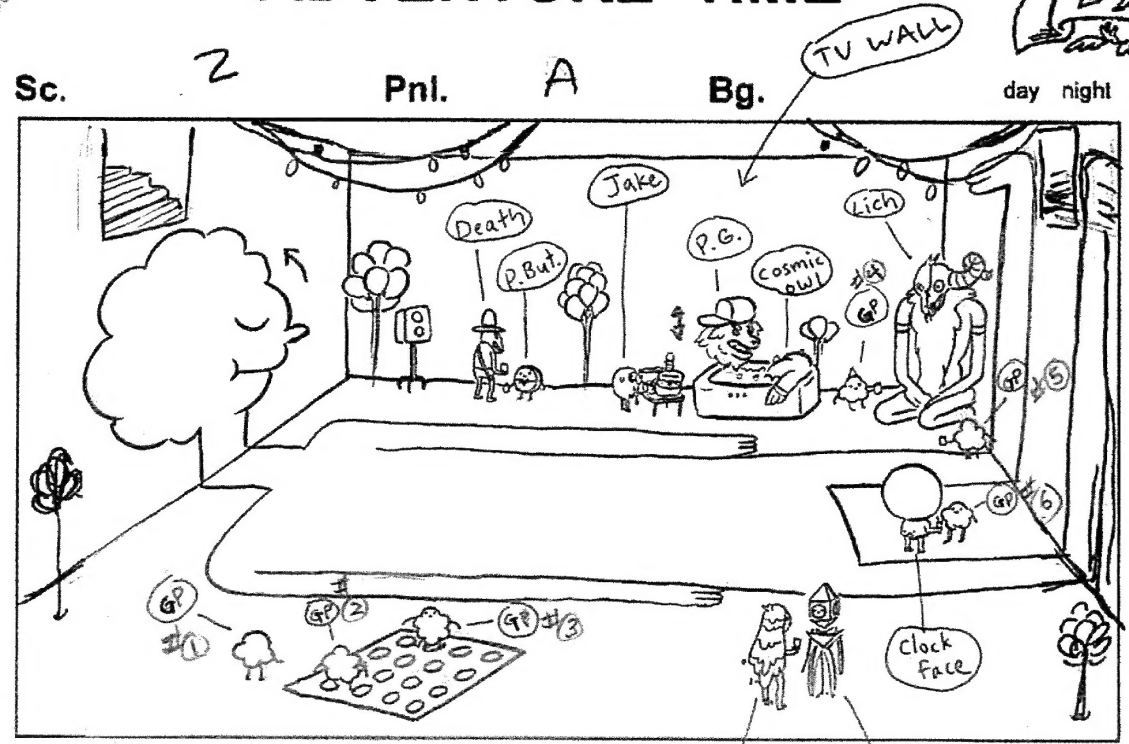
# ADVENTURE TIME



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NO  
5C3

Page 2



Dialog:

Water nymph #1  
DENISE  
G.G.G.G.

NOV 04 2013

Action: - INT. TIME ROOM

JAKE DETAIL POS A

Timing:

AI → A2  
B1 → B2  
A3 → A4  
#1 #2 DANCE  
#3 #5

- Gas person bends over on twister mat  
- people chatting w/ each other  
- PRISMO BOBS HIS HEAD.

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Ho  
Cost

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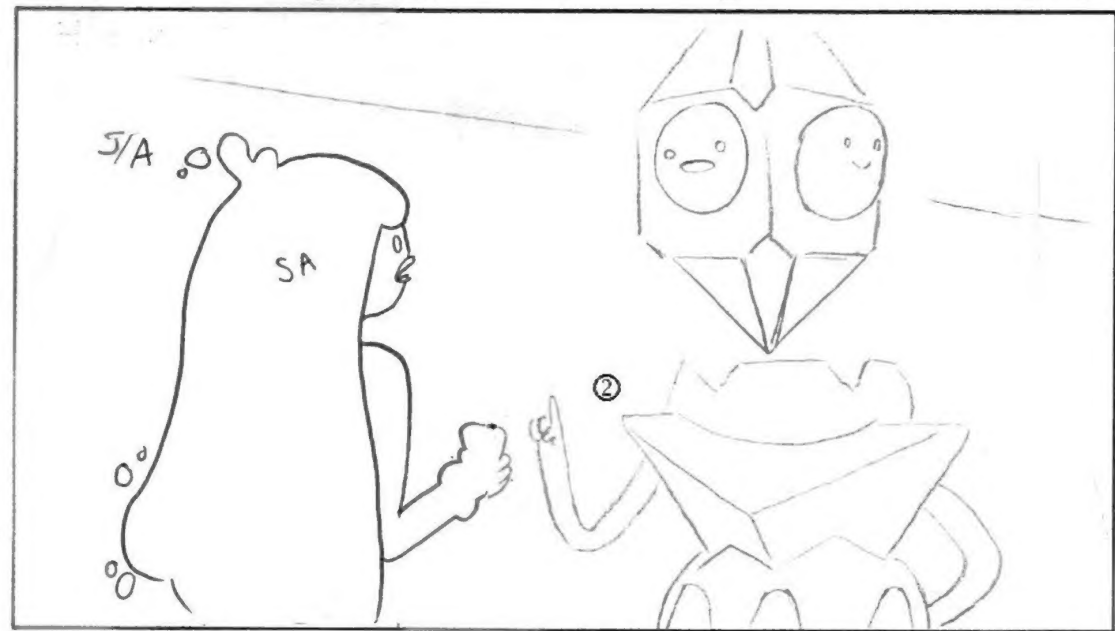


Page 3

Sc. 4 Pnl. A B



Sc. 4 cont Pnl. B Bg.



Dialog:	<p>6666 - DENISE, WE HAVE CONCLUDED YOU ARE INTERESTING AND CONVENTIONALLY HOT WOMAN</p> <p>6666 - MY SIBLINGS AND I WOULD LIKE TO REQUEST A DATE WITH YOU.</p>
Action:	<p>KEEP FIELDING S/A (B) panel</p>
Timing:	<p>AI ②</p> <p>① BI</p> <p>NOV 04 2013</p>

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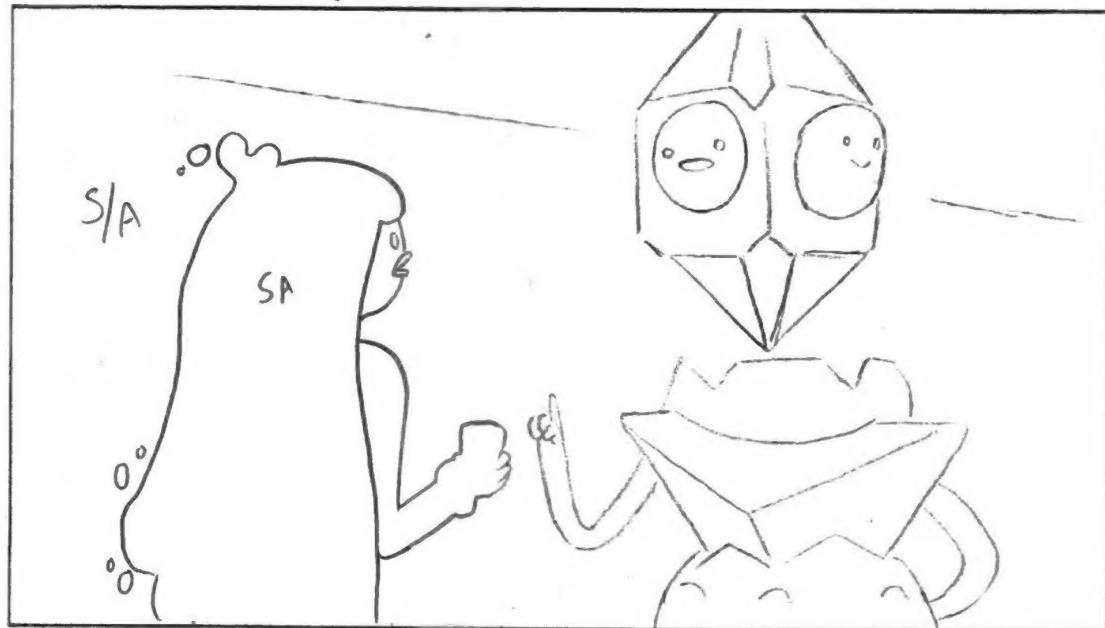
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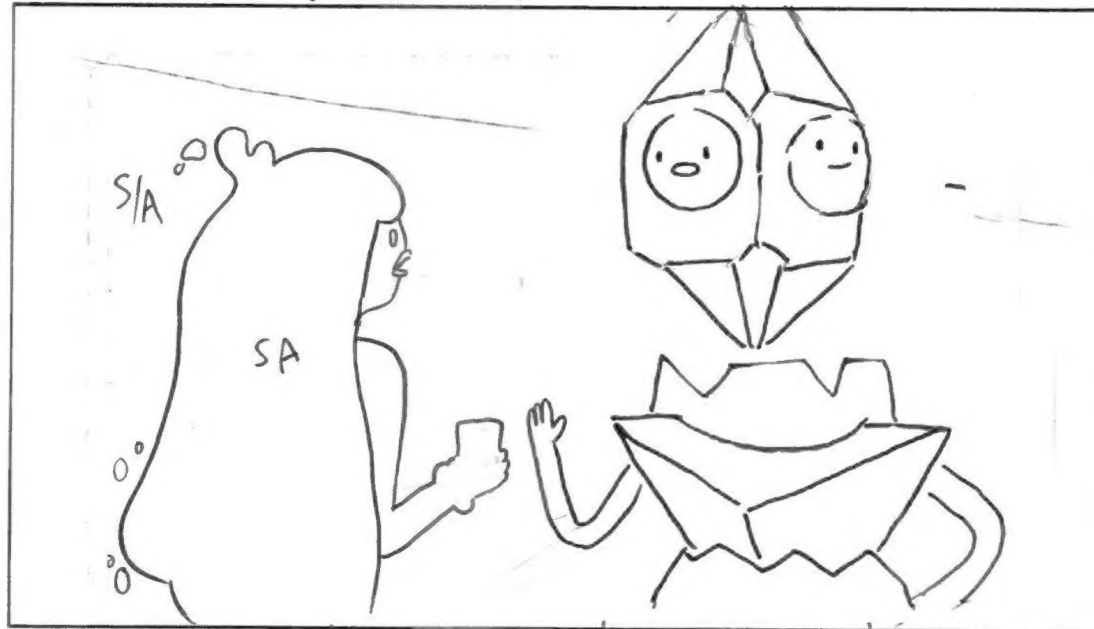


Page **4**  
**HA NEXT**  
 day night

Sc. **4 CONT** Pnl. **C** Bg. day night



Sc. **4 CONT** Pnl. **D** Bg. day night



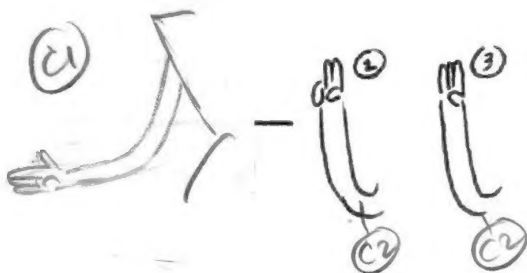
Dialog:

**6666 - ARE YOU AVAILABLE FOR A DATE WITH:**  
 (READ LIKE A MACHINE, I.E. MOVIE PHONE)  
 ① GUB ON, SATURDAY...  
 ② GUB ON, FRIDAY...  
 ③ GUB ON, THURSDAY...

④ OR GUB ON SUNDAY!

PLEASE SELECT YOUR DATES NOW.

Action:



Timing:

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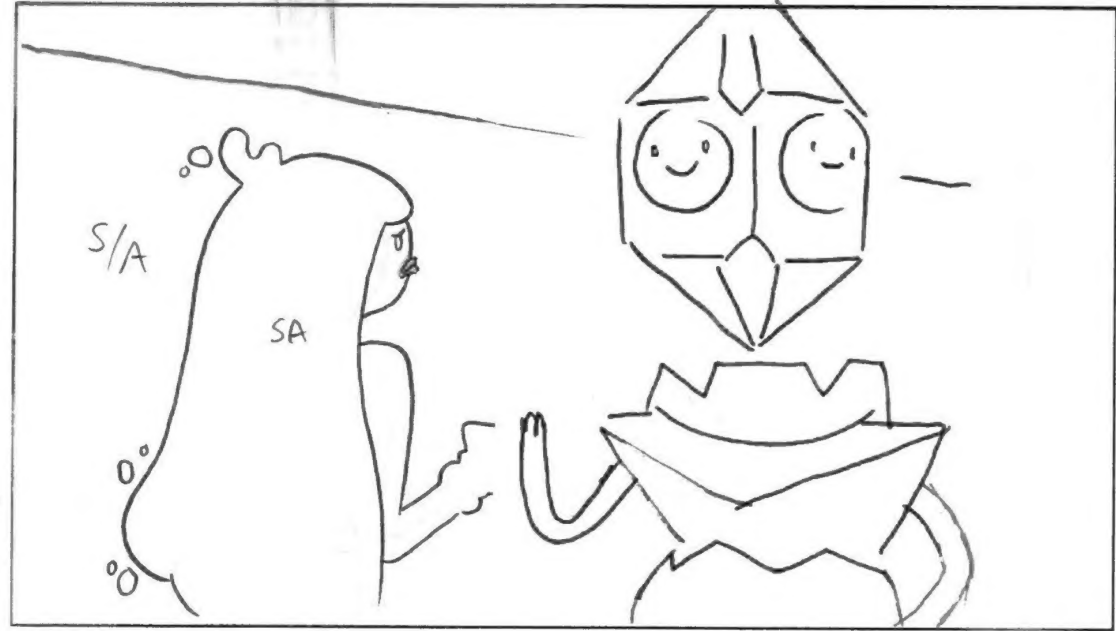
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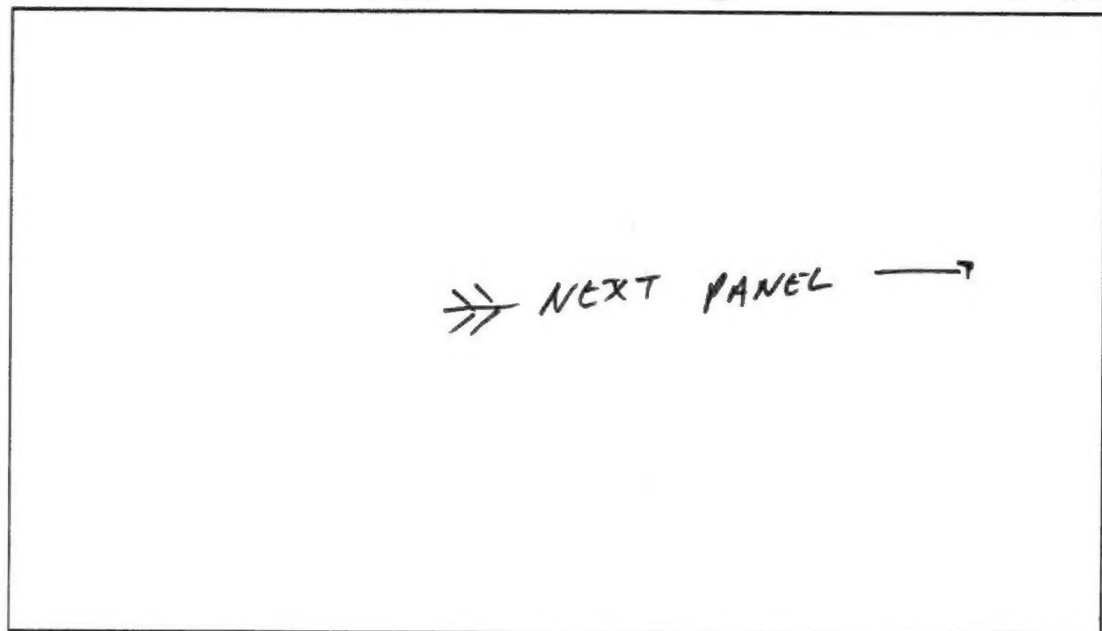


Page 4A  
5 NEXT  
day night

Sc. 4 CONT Pnl. E Bg. day night



Sc. Pnl. Bg.



Dialog:
Action: GIRL FROWNS
Timing: NOV 04 2013

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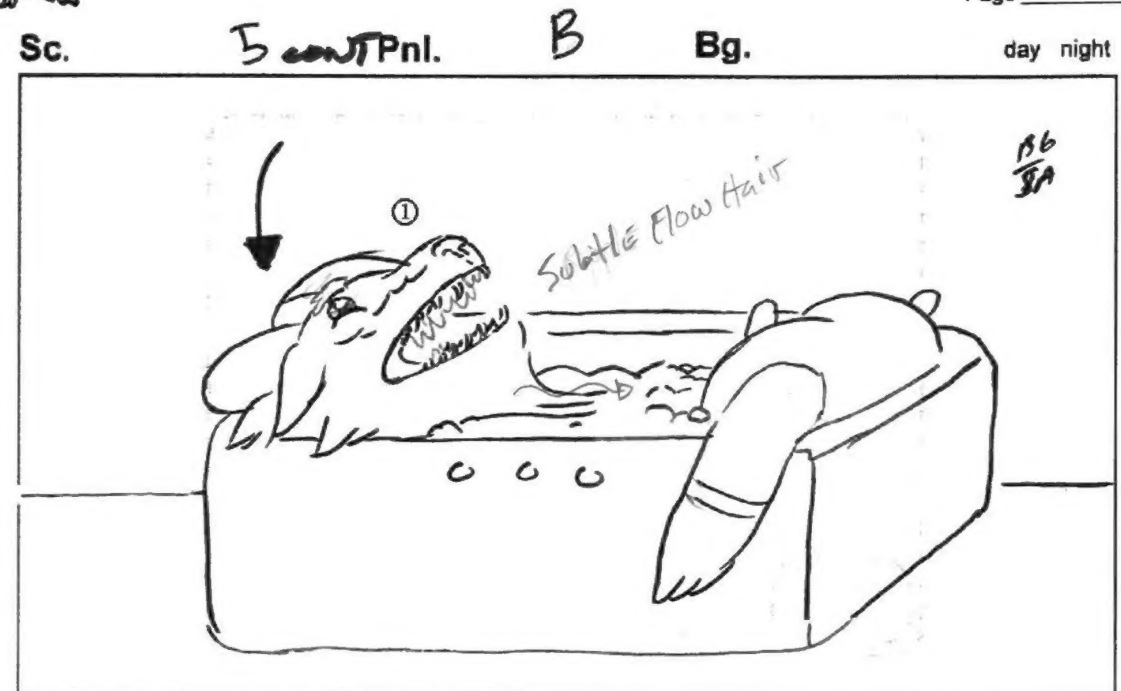
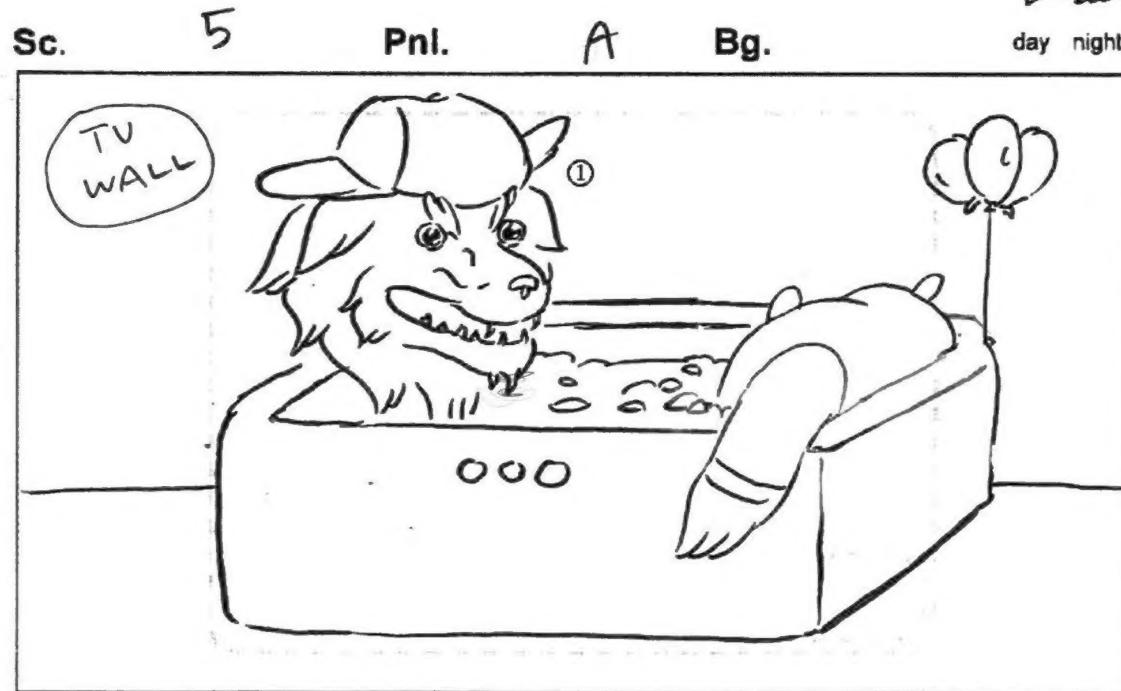
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CUT  
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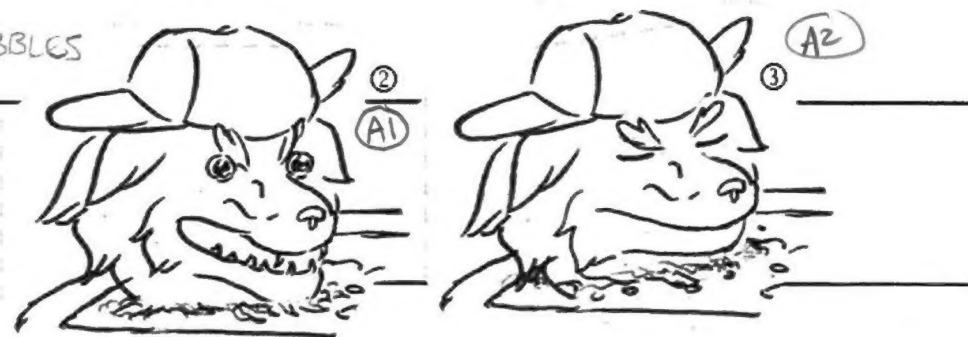


Dialog:

NOV 04 2013  
(P6) AAAAAA OOOO  
TH AAAAAAT'SSS NICCE  
EEE ...

Action: - PARTY GOD HOVERS ABOVE HOT TUB.  
- HOT TUB BUBBLES

Timing:



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CUT

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Ho Cut

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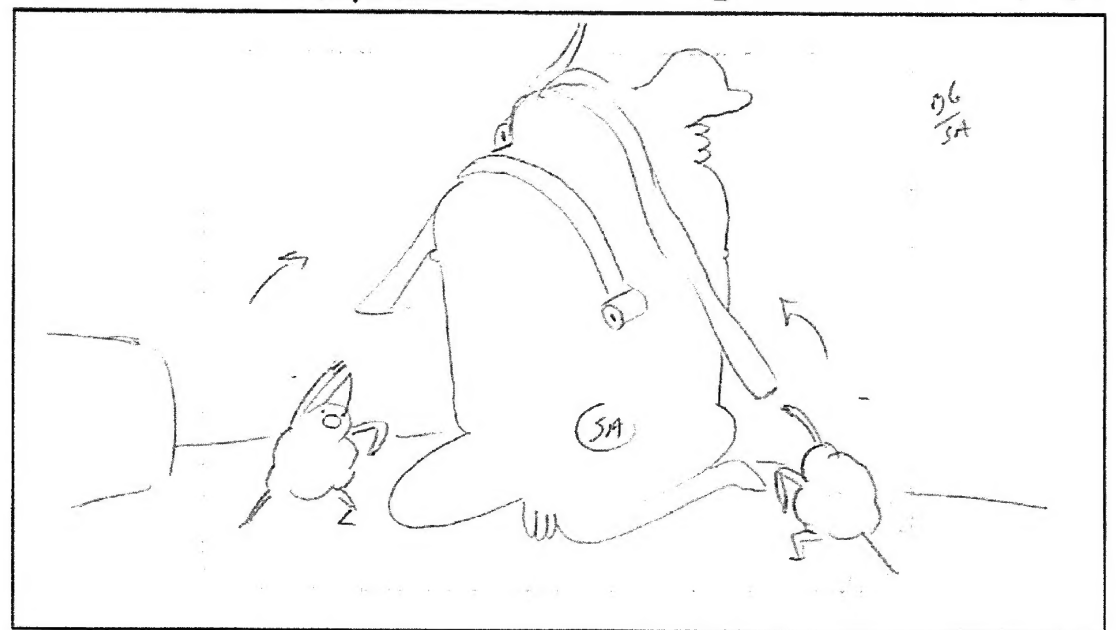
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Page 6

Sc. 6 Pnl. A Bg. day night




Sc. 6 cont Pnl. B Bg. day night



Dialog: GPeople - EAT IT, LICH!!!

Action: - GAS: PEOPLE HOLD TOILET PAPER. - CLOUD PEOPLE TOSS TP OVER THE LICH

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Timing:   LOCATION REF:  

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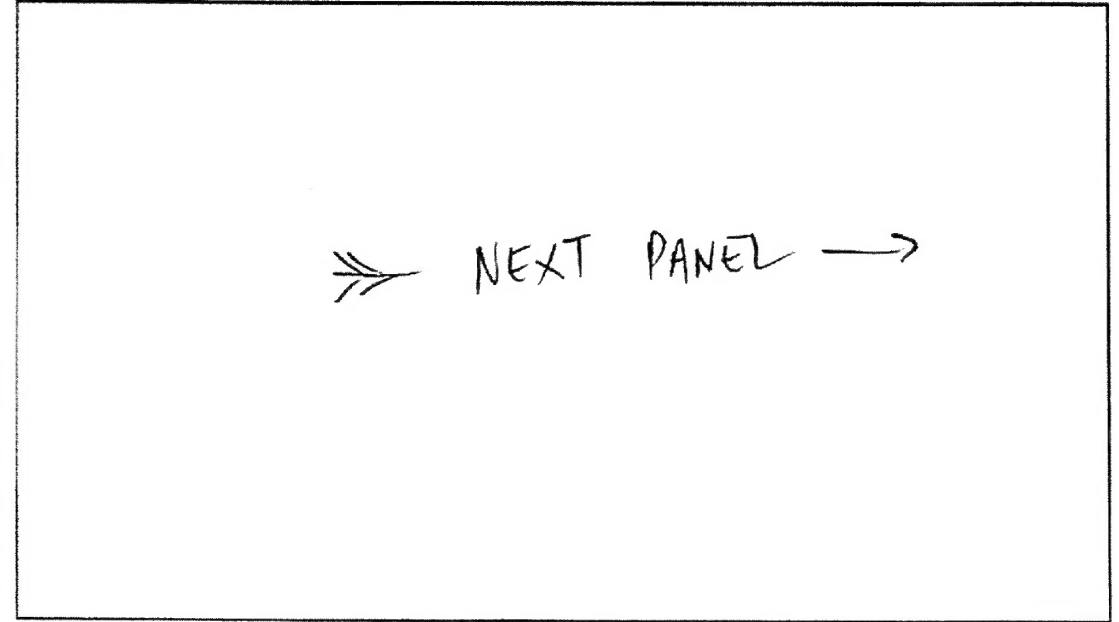
Cut

Page 7

Sc. CONT Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:	<u>GAS. People</u> - WOOO!!!
Action:	- GAS PEOPLE PUMP FISTS.
Timing:	

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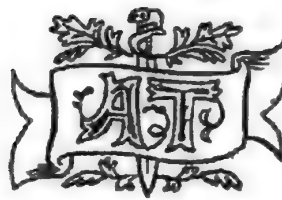
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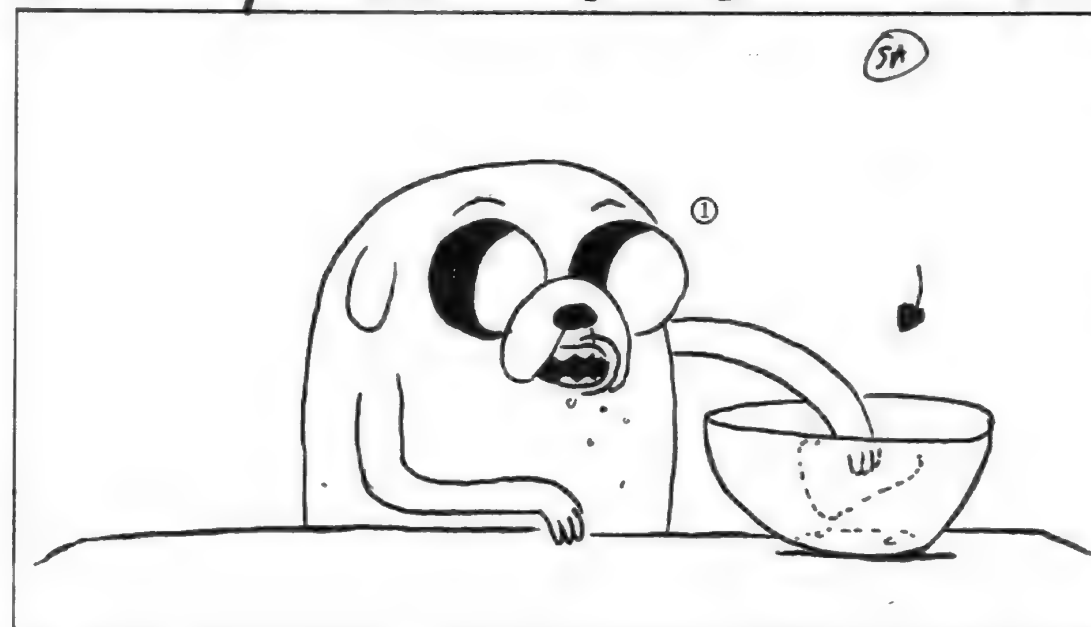


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Sc. 7 Pnl. A Bg. day night



Sc. 7 cont Pnl. B Bg. day night



Dialog:

③ / (chewing noisily) ③

Action:

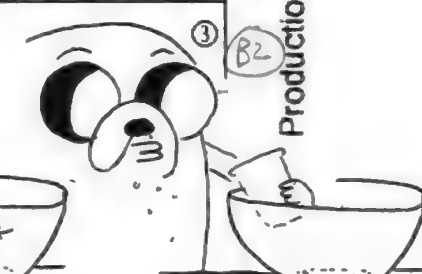
Timing:



DEATH MOVES HIS MOUTH LIKE HE'S TALKING TO PEP BUTLER.

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< Jake scoops cup into bowl (bowl is semi-transparent) >



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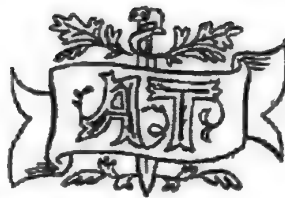
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Cut

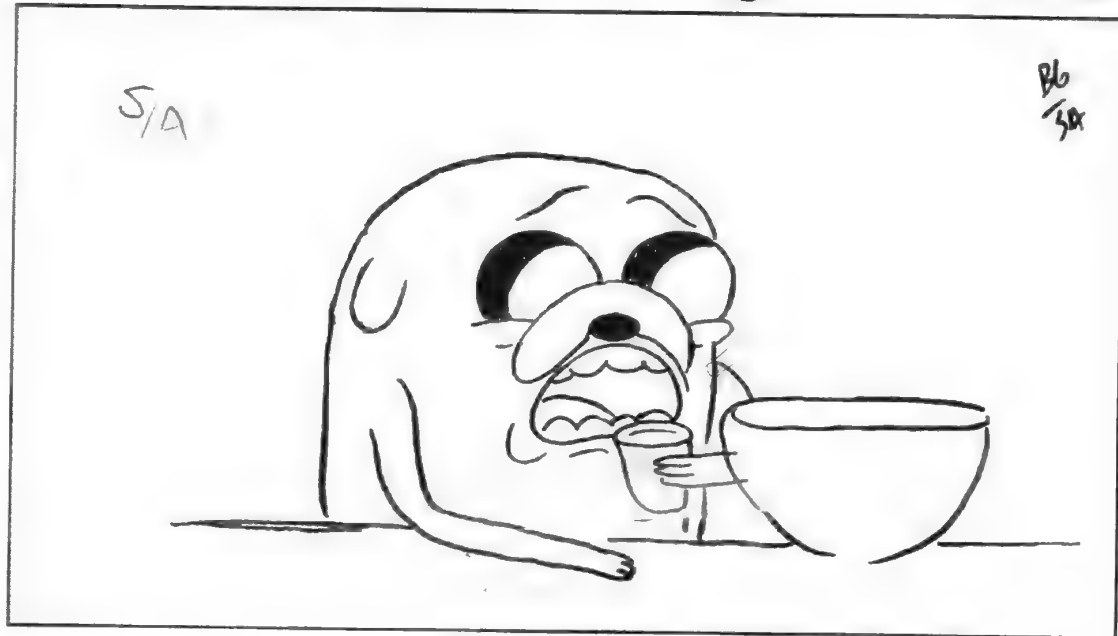
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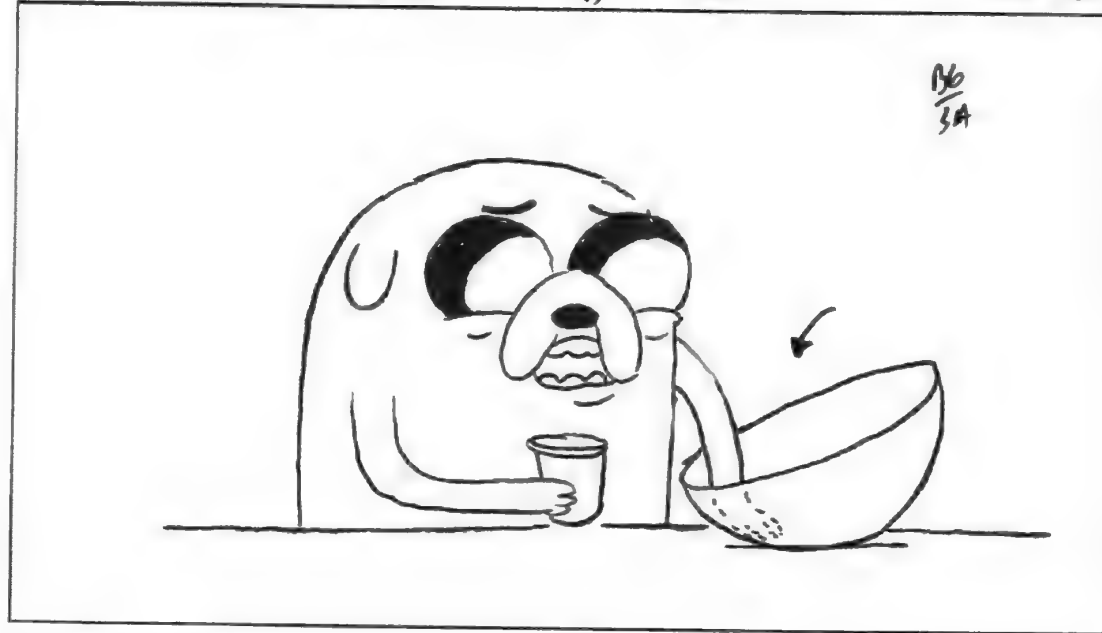


Page 9

Sc. 7 CONT Pnl. C Bg. day night



Sc. 7 CONT Pnl. D Bg. day night



Dialog:

⑤ what?

⑤ NO MORE CRACKERS ...

Action:

(TIPS BOWL OVER)

Timing:

ANTIC (C1)

(C2)

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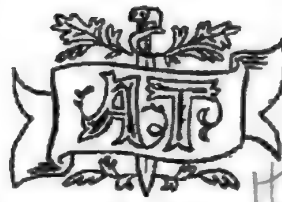
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# ADVENTURE TIME



HO  
Cut

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10A NEXT  
day night

Sc.

1 cont Pnl.

E

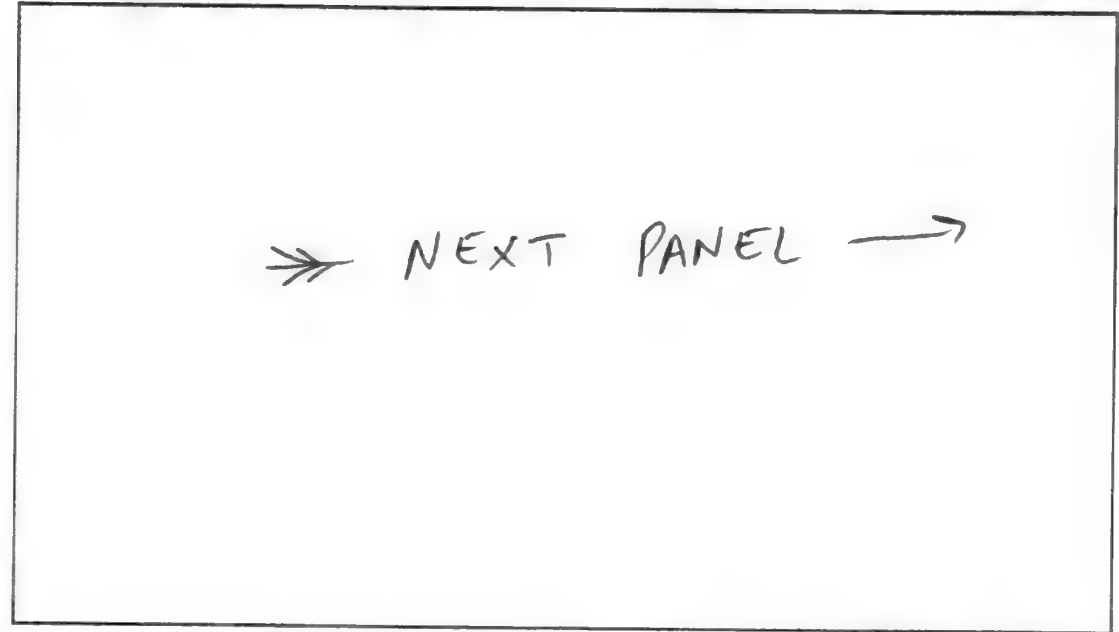
Bg.

day night

Sc.

Pnl.

Bg.



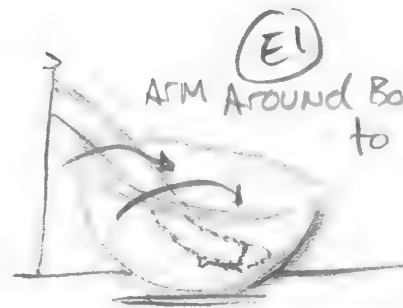
Dialog:

(5) EEEEEEEEEEE...

Action:

(Jake sweats)

Timing:



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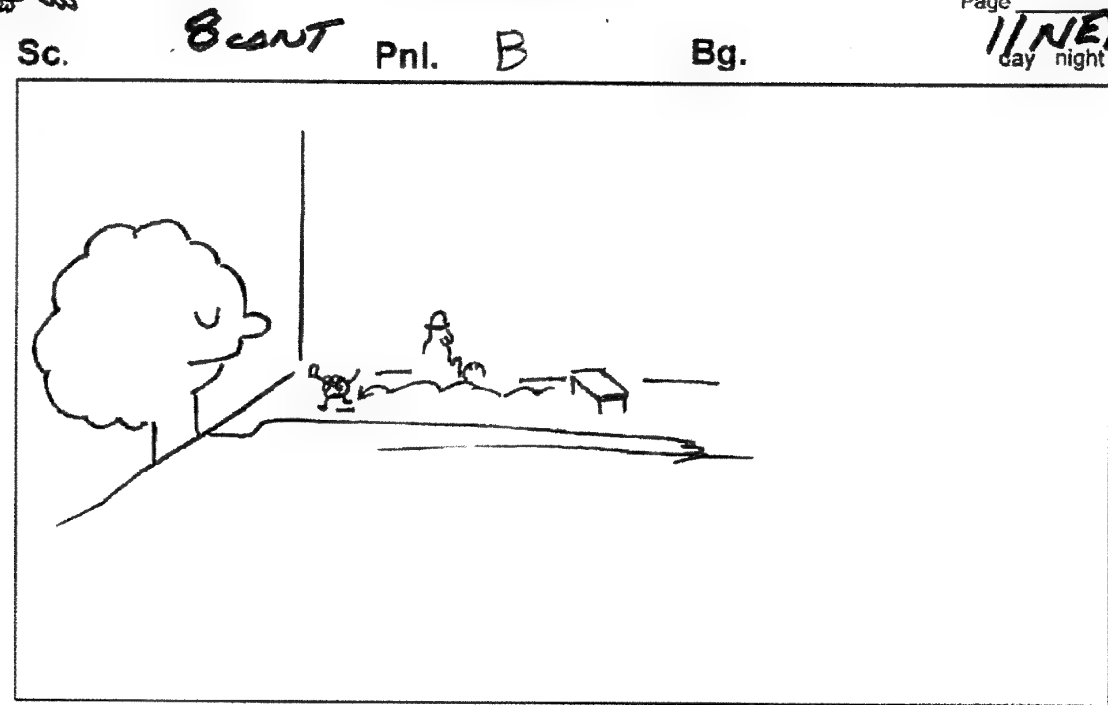
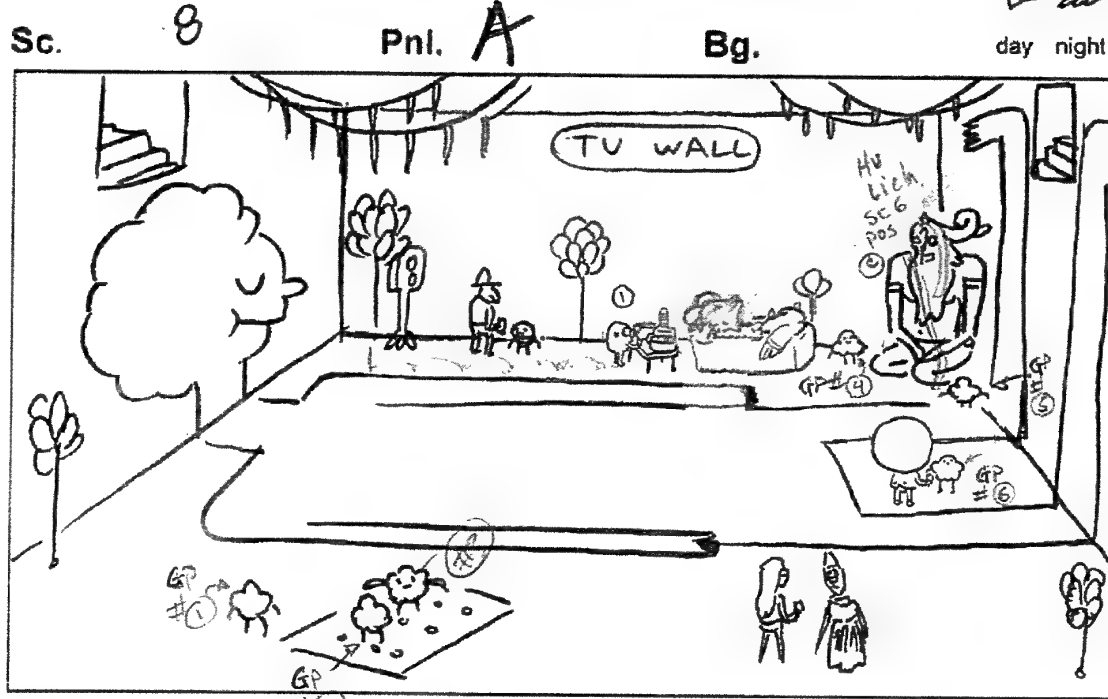
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# ADVENTURE TIME



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day night



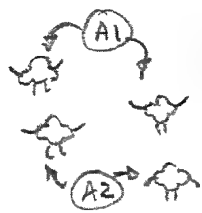
Dialog:

PRISMO!!!

PRISMO!!!

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Action:



GP #4/5  
WAVE  
ARMS

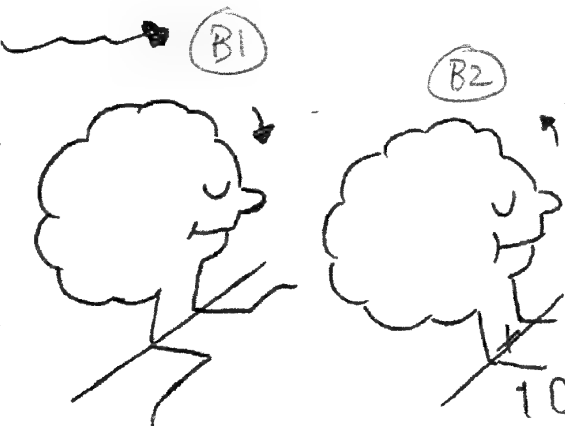
{ JAKE TURNS }  
{ PRISMO BOHS  
HEARD TO

-JAKE RUNS ACROSS ROOM  
(RUNS QUICK)

MUSIC)

A+B

Timing:



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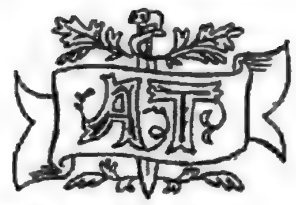
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He cut

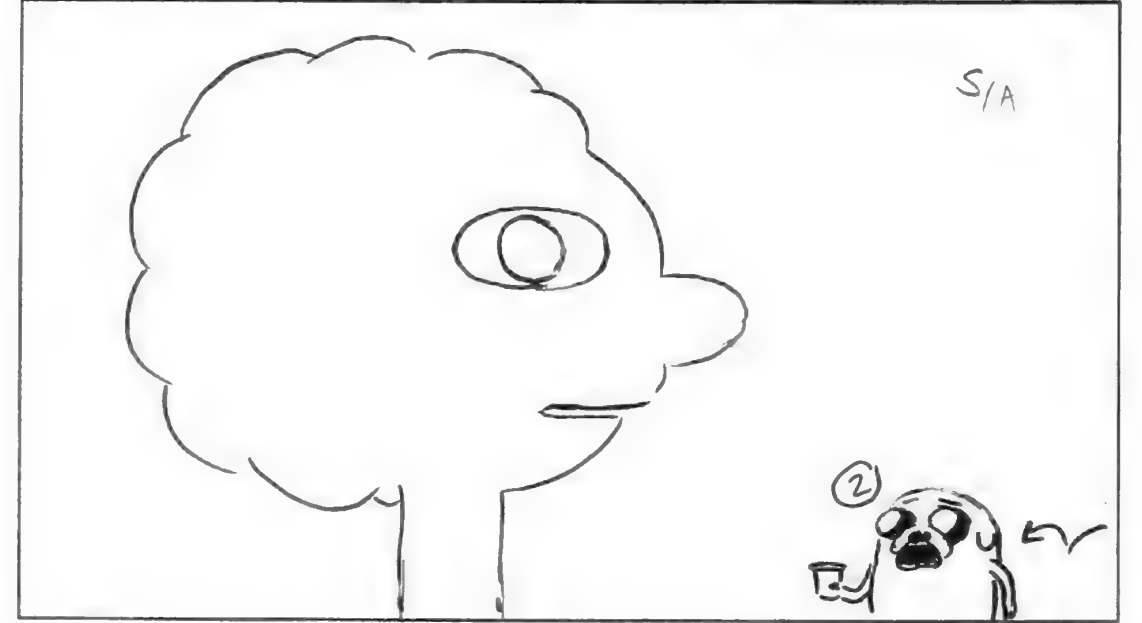
# ADVENTURE TIME



Sc. 9 Pnl. A Bg. day night



Sc. 9 CONT Pnl. B Bg. day night



Dialog: Cycle (A)/(AI) (J) HEI MAN, HEY. HEY MAN. NOV 04 2013

Action: (PRISMO bobbing head to music) -J. RUNS ON'S PRISMO CRNS EYES



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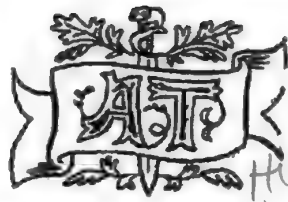
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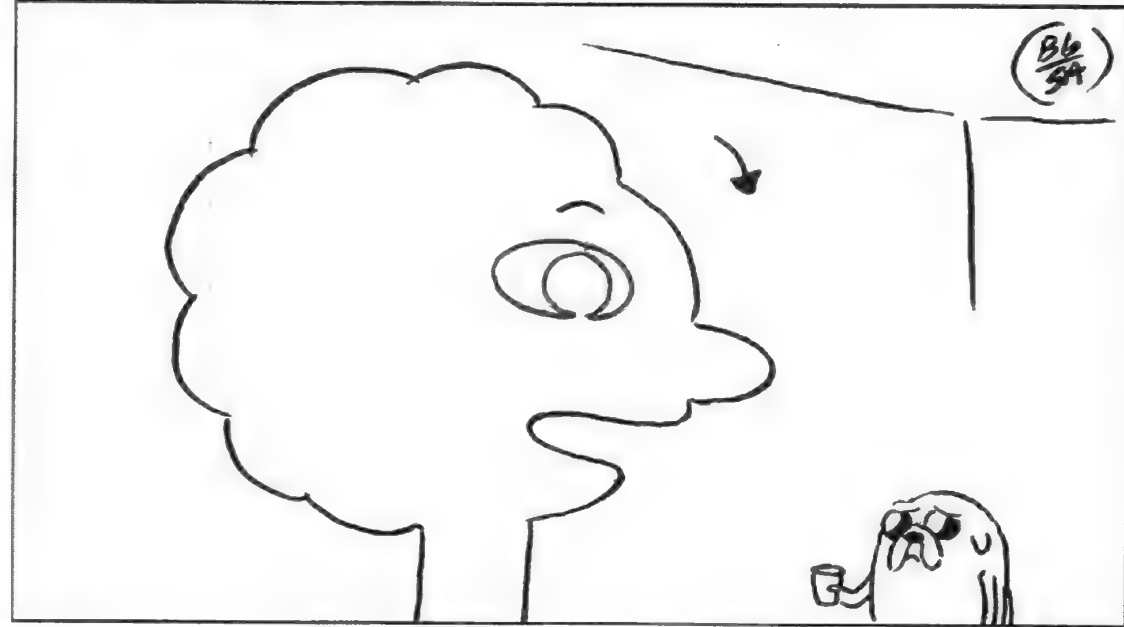
# ADVENTURE TIME



NOSC 10

Page 12

Sc. 9 CONT Pnl. C Bg. day night



Sc. Cut II Pnl. A Bg. day night



Dialog:	(P) Hey.	(J) BAD NEWS
Action:	-Prismo leans forward	
Timing:		

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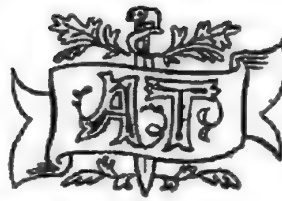
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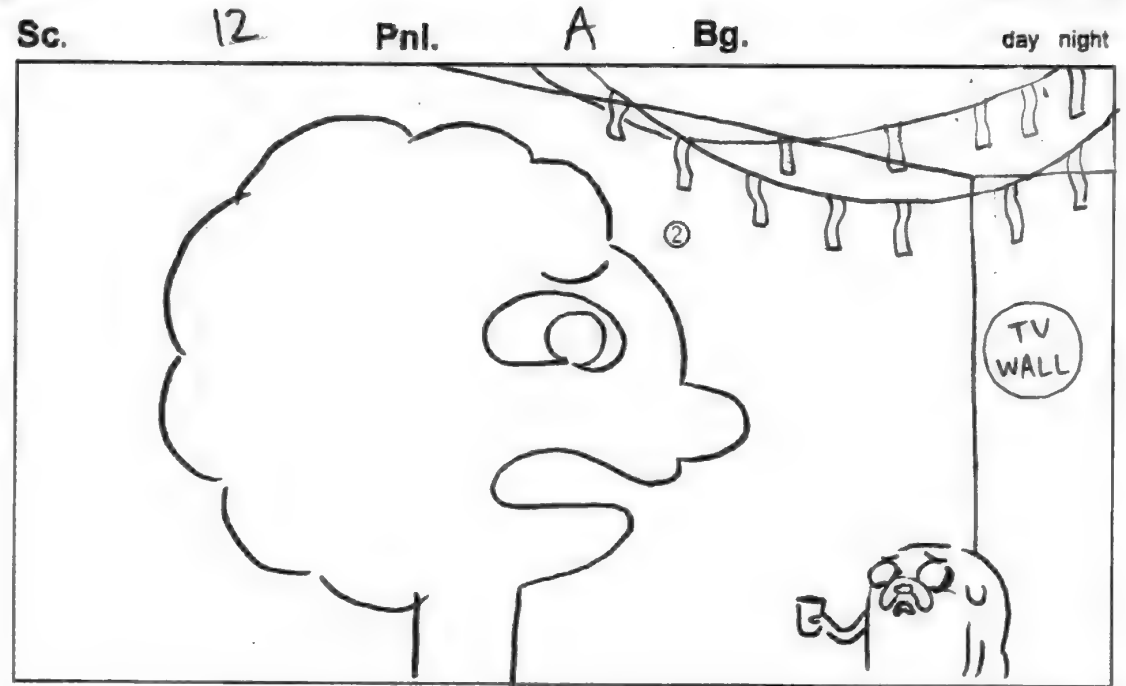
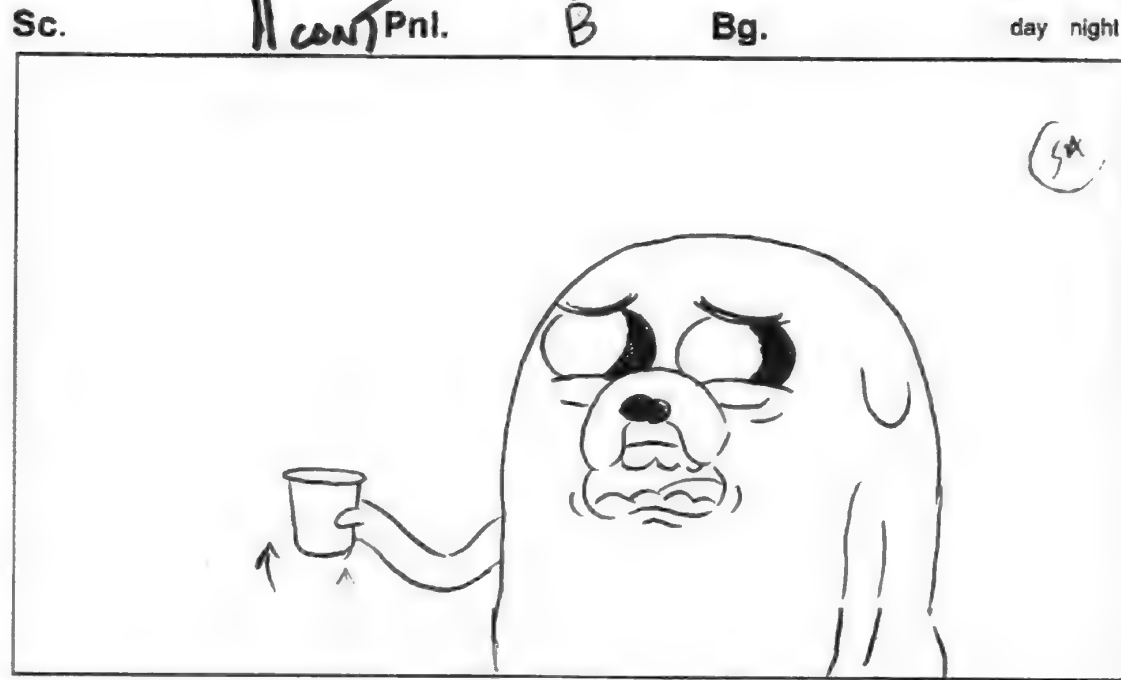
# ADVENTURE TIME



HO  
OUT

Page 13  
day night

HO  
OUT



Dialog:

⑤ You ran out of cheese crackers.

Action:

Timing:

③

①

②

③

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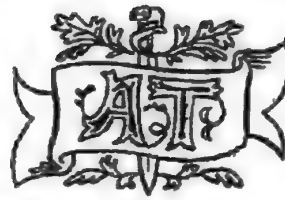
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Ho  
Cut

# ADVENTURE TIME



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Sc. 13 Pnl. A Bg. day night



Sc. 13 cont Pnl. B Bg. day night



Dialog:

(J) Yeah man,  
what are you going to do about it?

Action:

(Jake shakes cup)

Timing:



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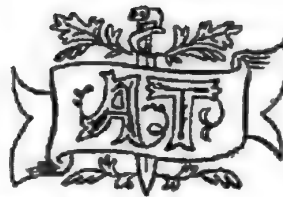
1025/166

Production :

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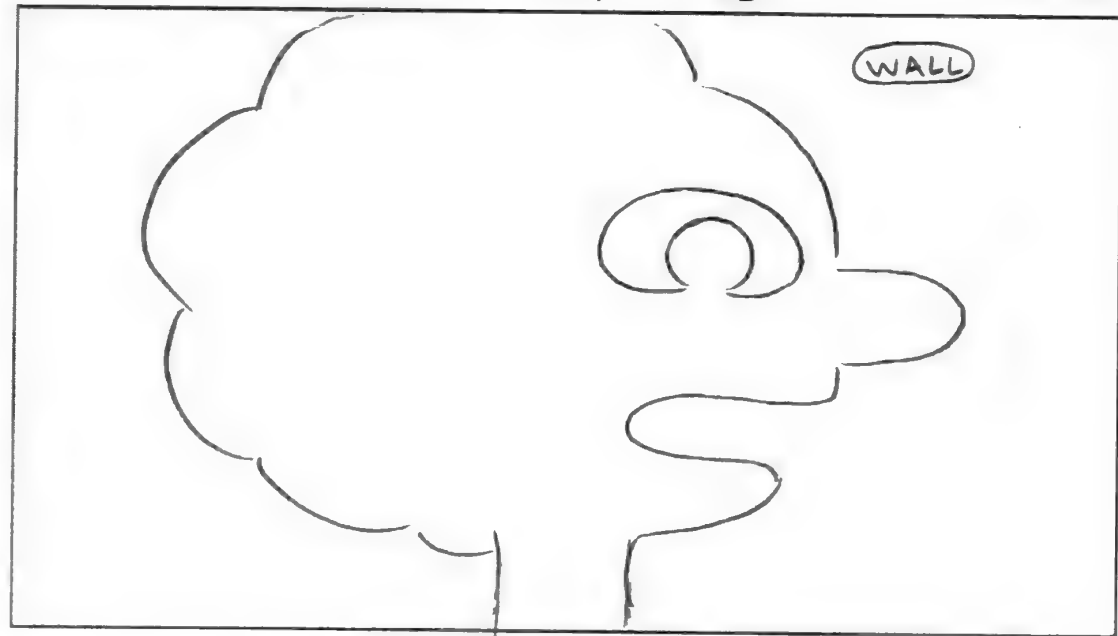
Cut

# ADVENTURE TIME

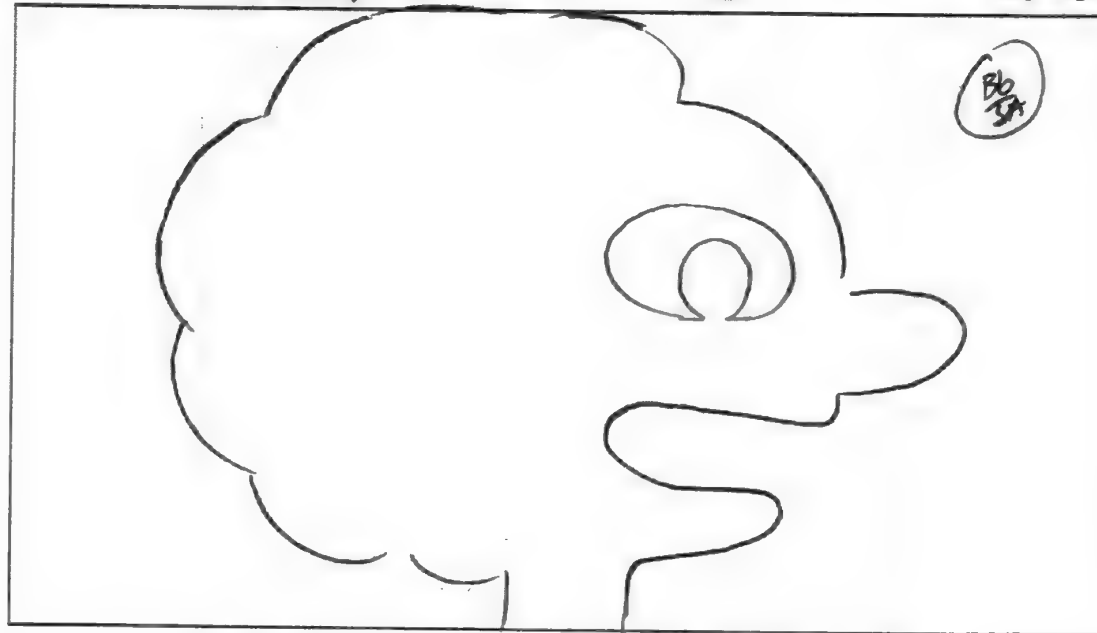


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Sc. 14 Pnl. A Bg. day night



Sc. 14 cont Pnl. B Bg. day night



Dialog:	(P) Jake...	(P) I'm Prismo, the wishmaster, we can have all the cheesy crackers we want!
Action:		
Timing:		

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HC  
Cut

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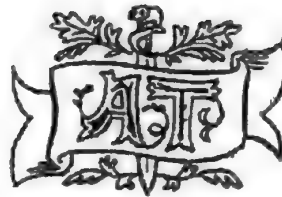
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Ho  
Cut

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Sc.

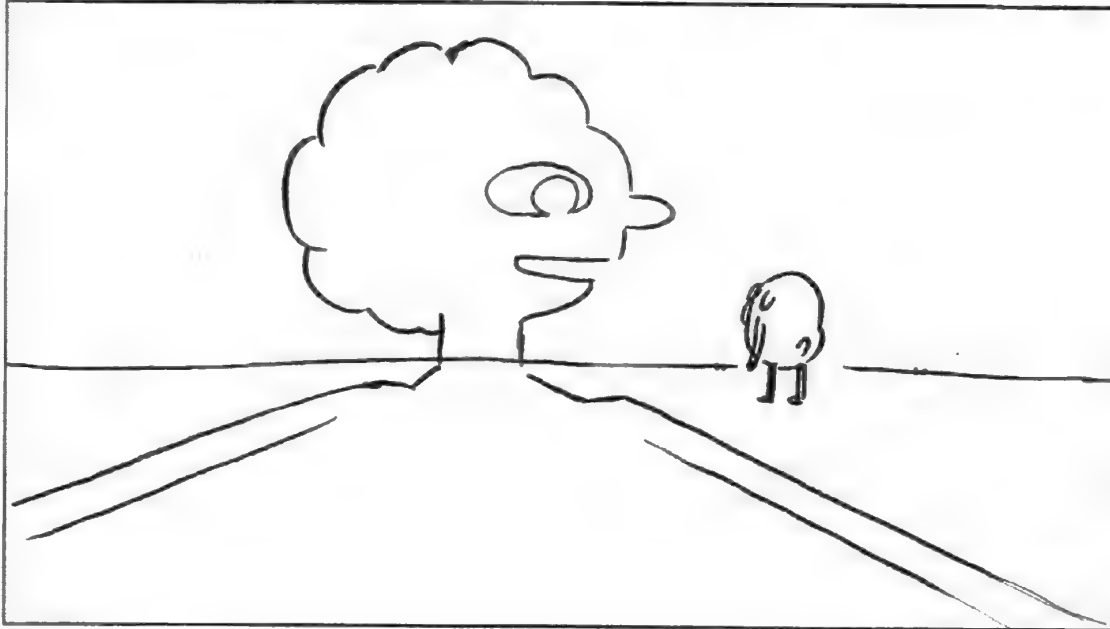
15

Pnl.

A

Bg.

day night



Sc.

15 cont

Pnl.

B

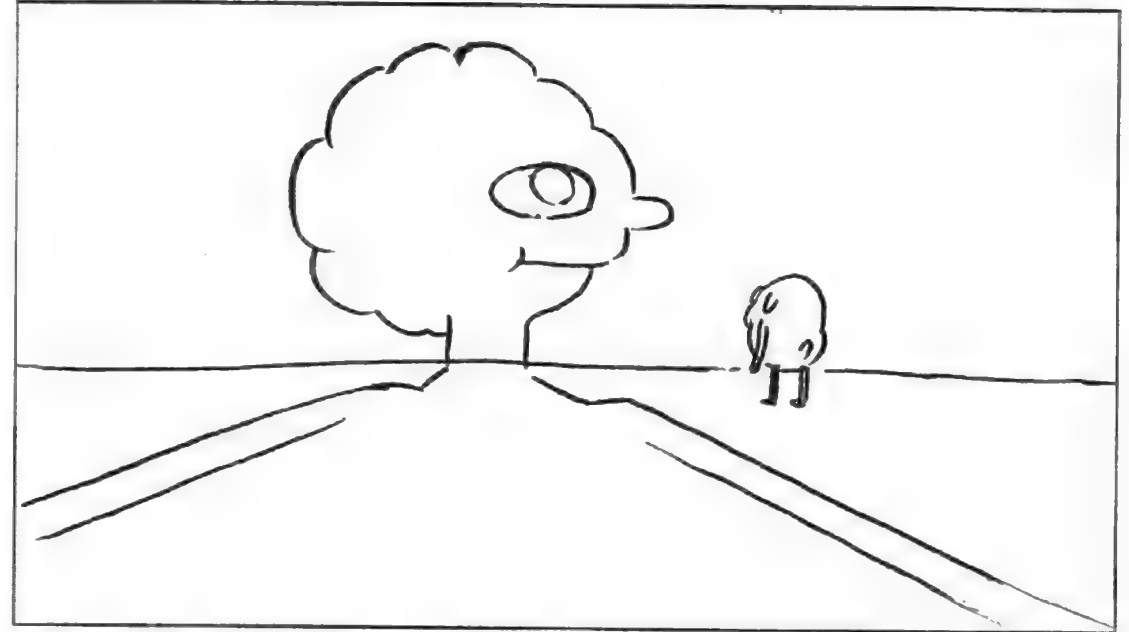
Bg.

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16

day night

16A NEXT



Dialog:

Action:

- PRISMA LOOKS UP. - . . . . .

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Timing:

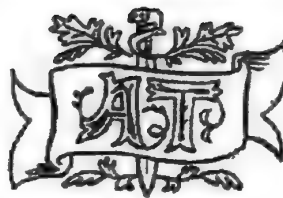
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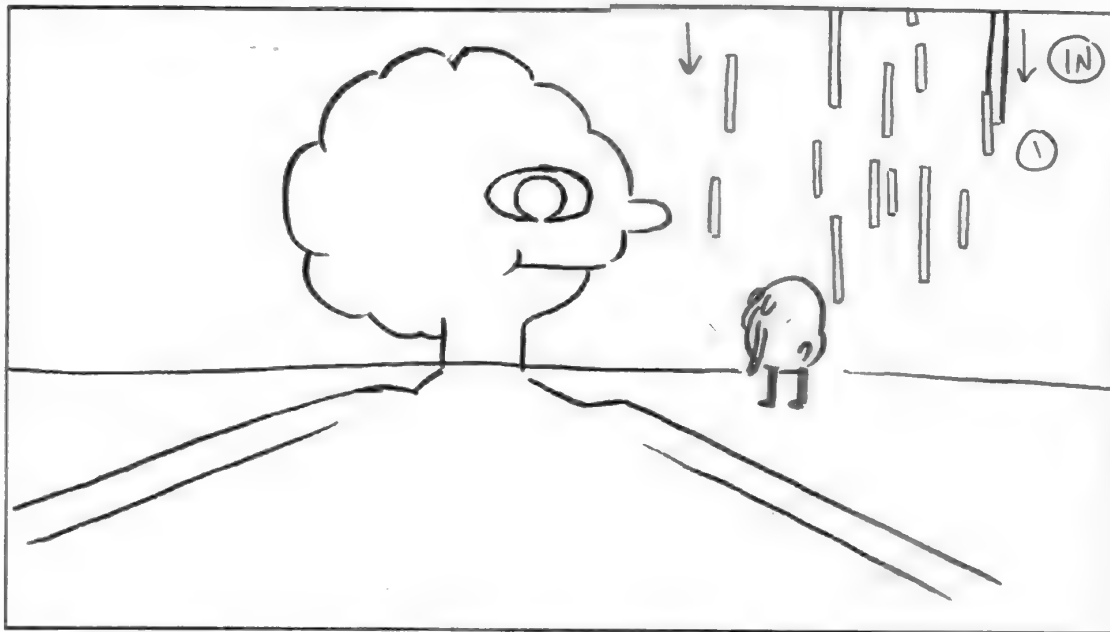
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Sc.

15 cont Pnl. C

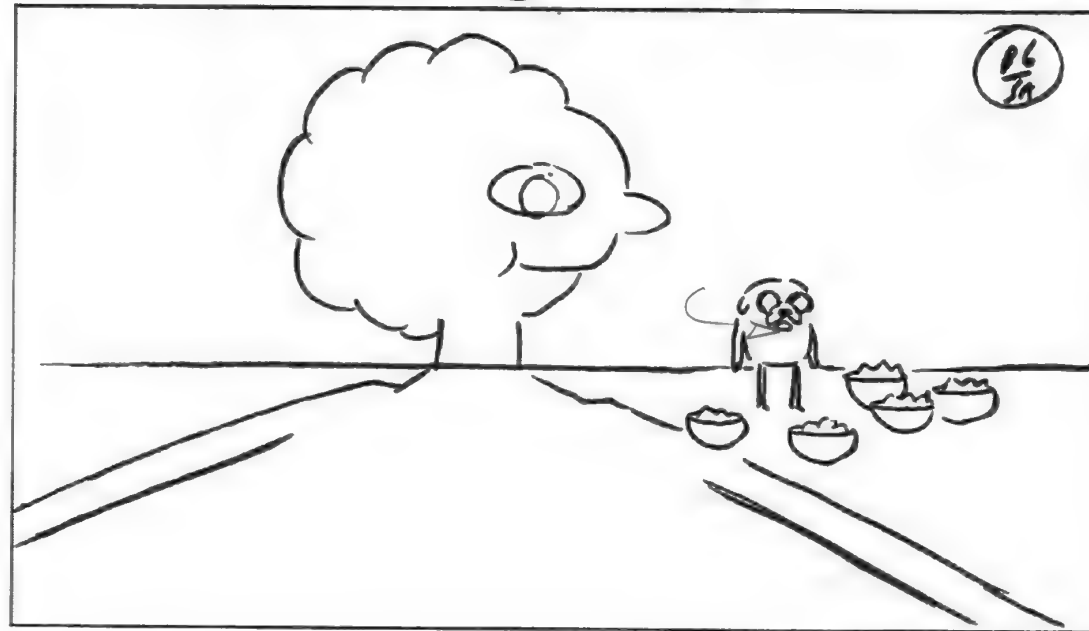


Sc.

15 cont Pnl. D

Bg.

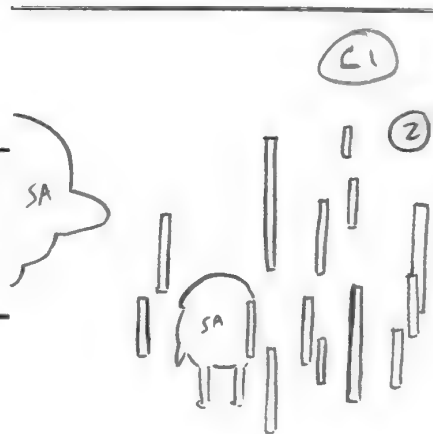
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17 NEXT  
day night



Dialog:

Action: - LIGHT BEAMS  
O/S

Timing:



- Jake turns around

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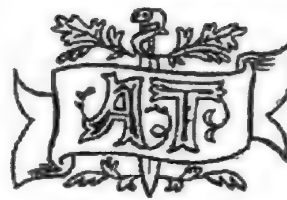
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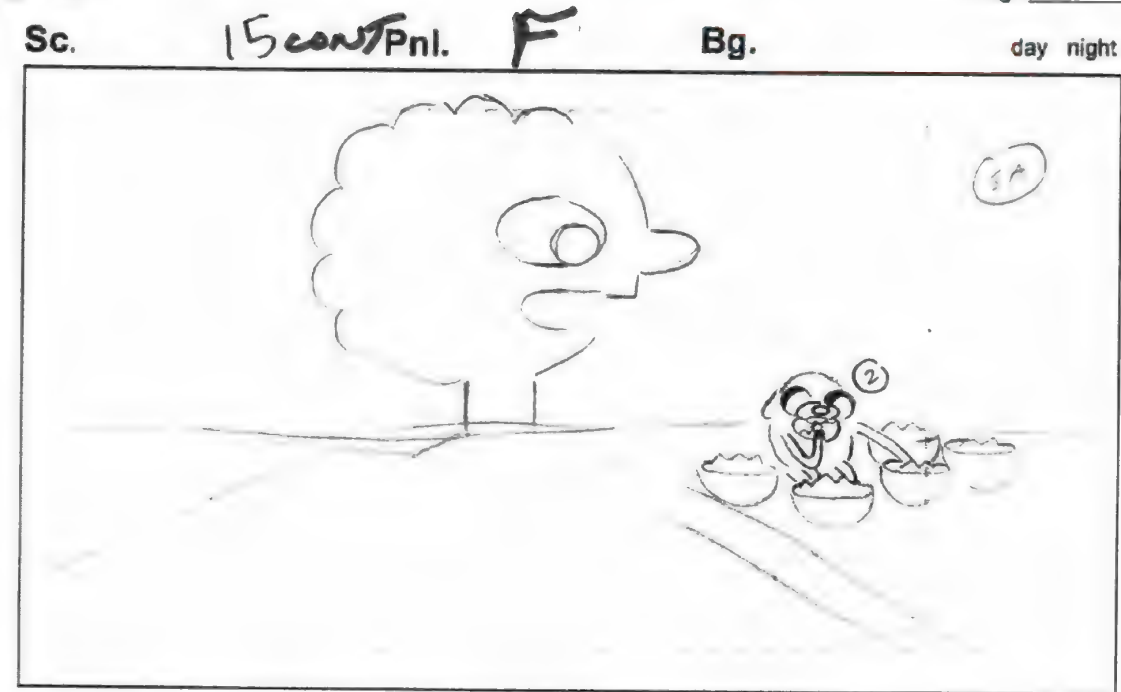
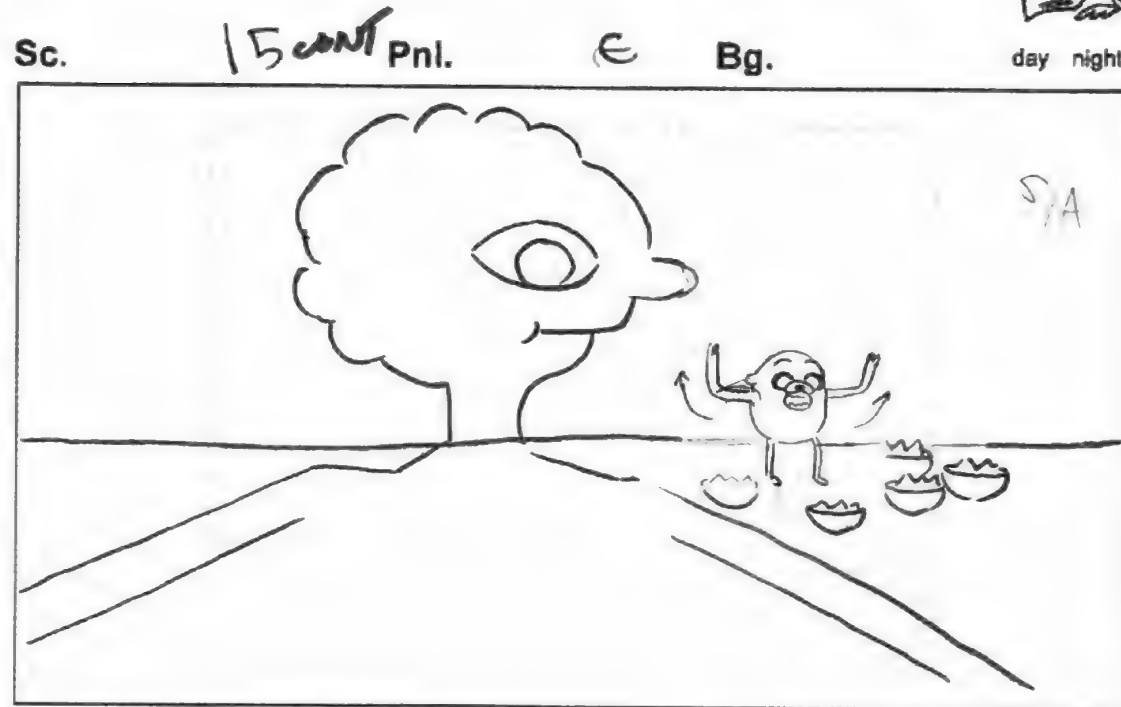
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# ADVENTURE TIME



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day night



Dialog:	(J) (EXCITED) HAHA !!!	(J) (Eating noises)
Action:		
Timing:	<p>- Jake falls down on knees, shoves crackers in mouth cycle -&gt;</p> <p>NOV 04 2013</p>	

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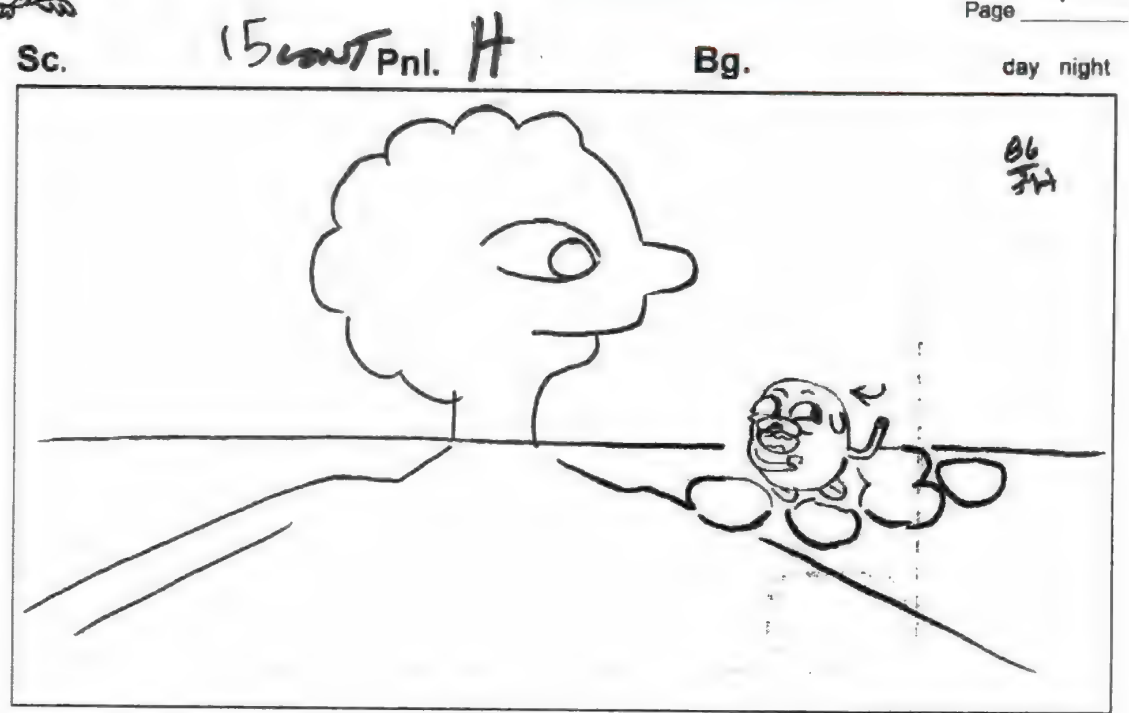
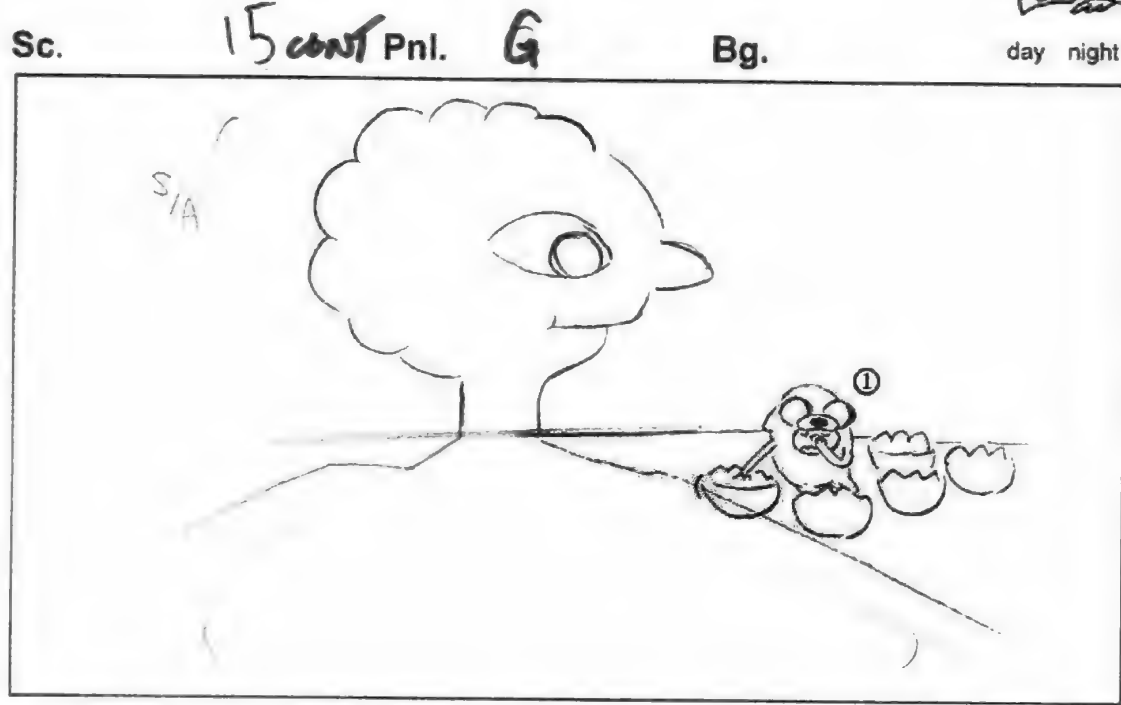


# ADVENTURE TIME



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day night



Dialog:

(Giddy)  
⑤ HAAA!

Action: (Shoves crackers in mouth)  
~ cycle

Timing:

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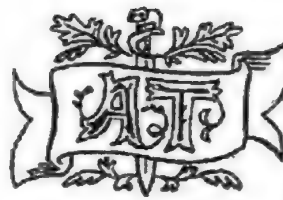
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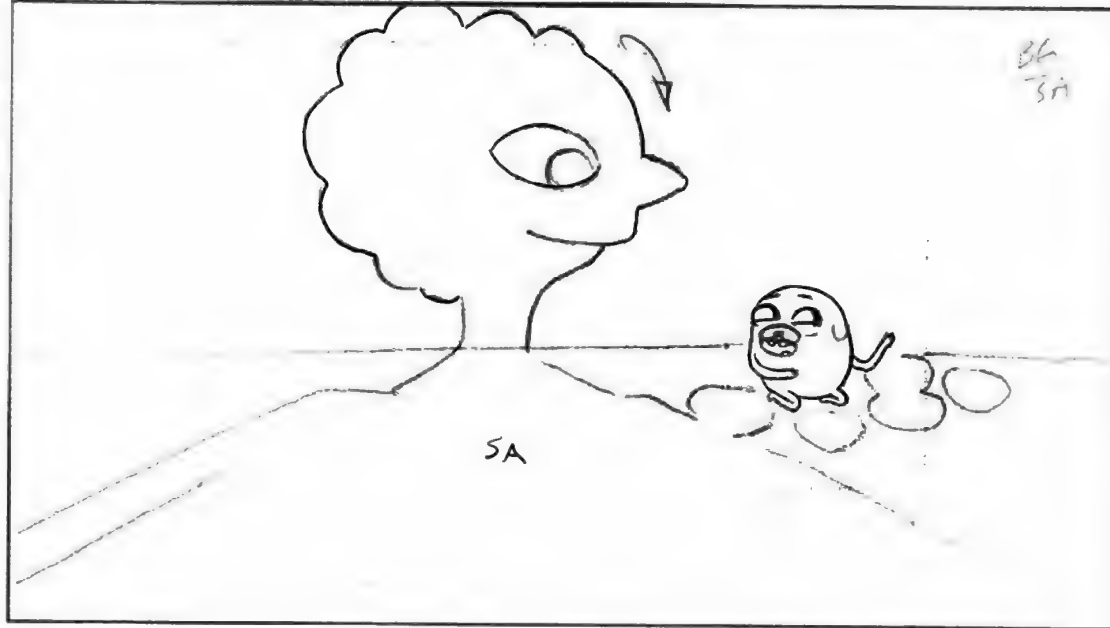
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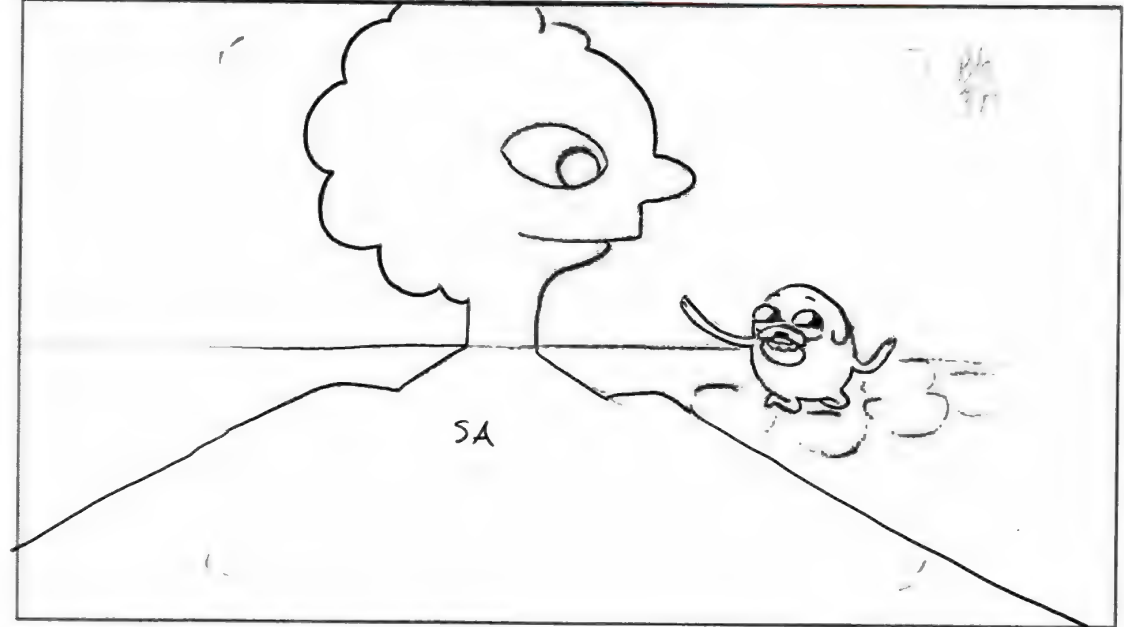
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Sc. 15 CONT Pnl. I Bg. day night



Sc. 15 CONT Pnl. J Bg. day night



Dialog:	<p>⑤ PRISMO -</p> <p>⑤ YOU MAKE ME HAPPY , PRISMO!</p>
Action:	
Timing:	NOV 04 2013

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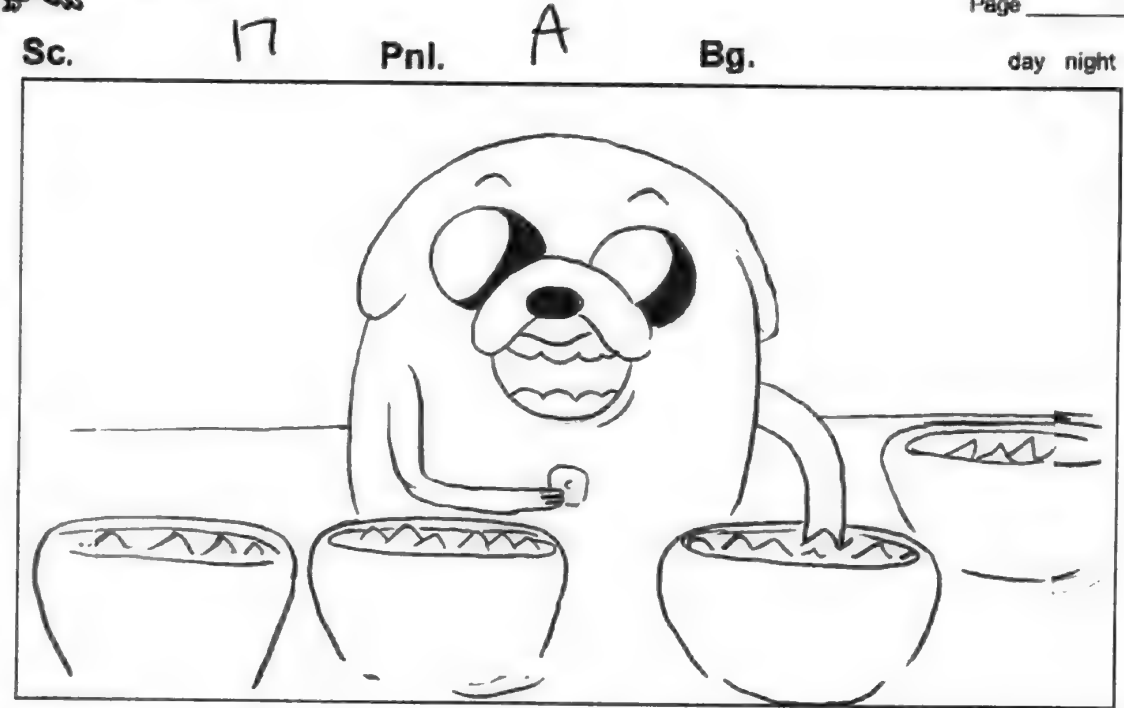
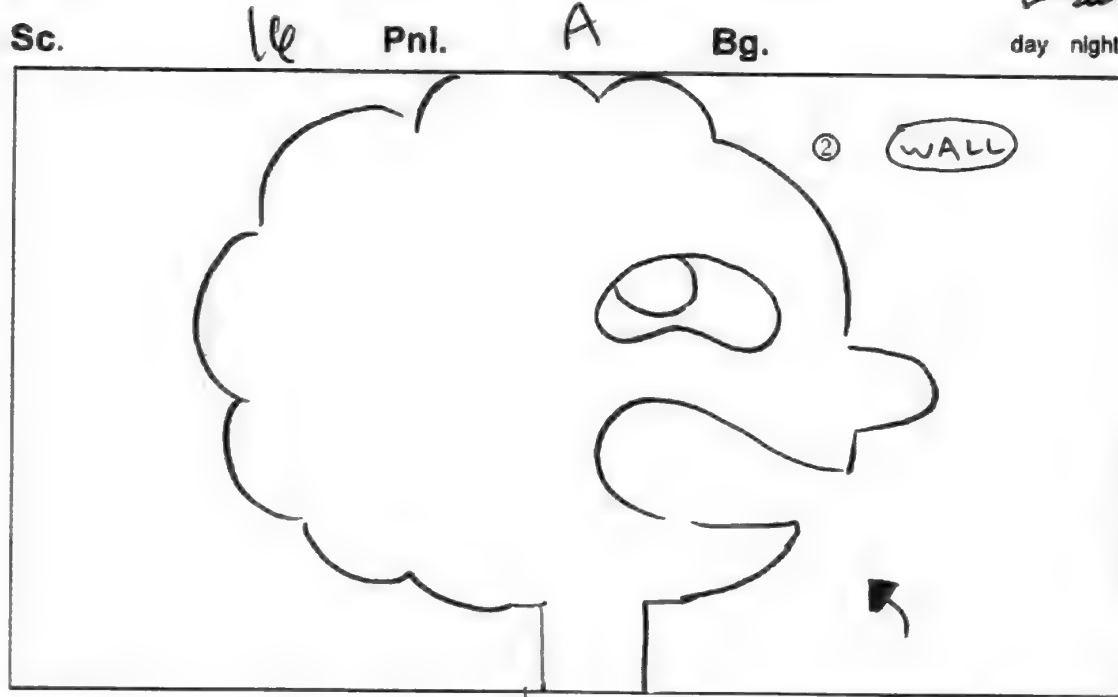
1025/166

HO  
Cut

# ADVENTURE TIME



Page 20  
day night



Dialog:

(P) STOP.

(5) I'm always smiling when I'm around you!

Action:

(1) (AI) (PRISMO leans head back)



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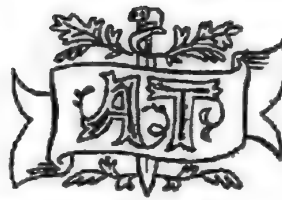
EPISODE #

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Production :

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# ADVENTURE TIME



cut

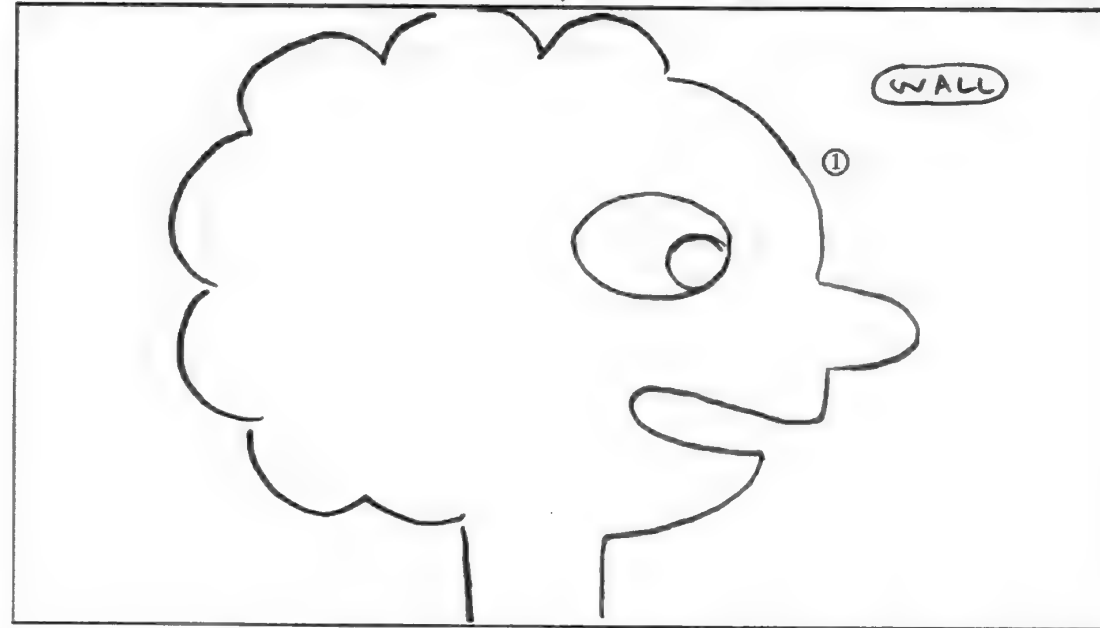
Page 21

cut

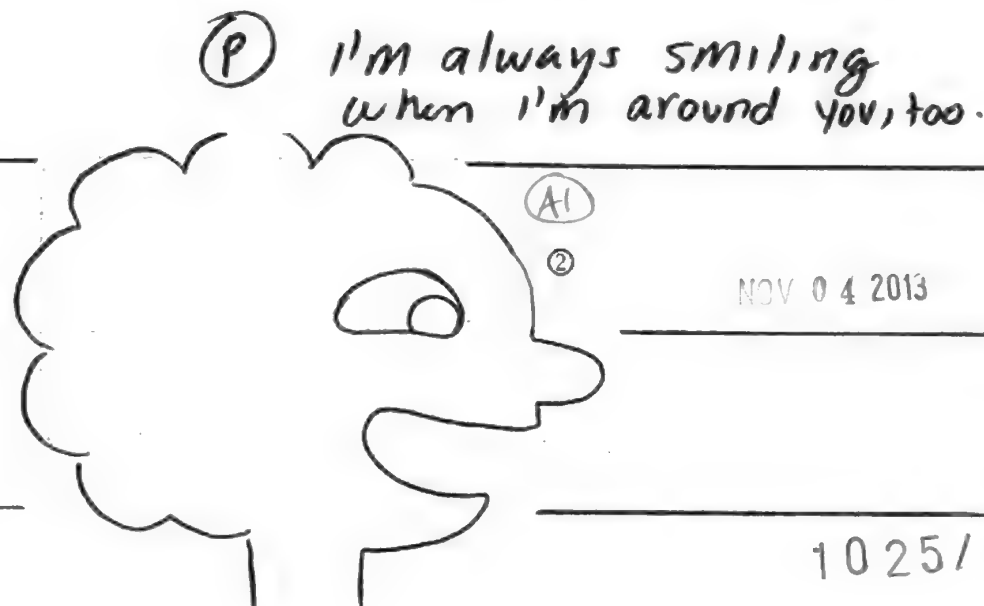
Sc. 17 CONT Pnl. B Bg. day night



Sc. 18 Pnl. A Bg. day night



Dialog:	(QUICK) ⑤ I JUST NOTICED THAT. I ALWAYS AM.
Action:	
Timing:	



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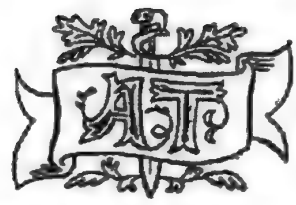
Production :

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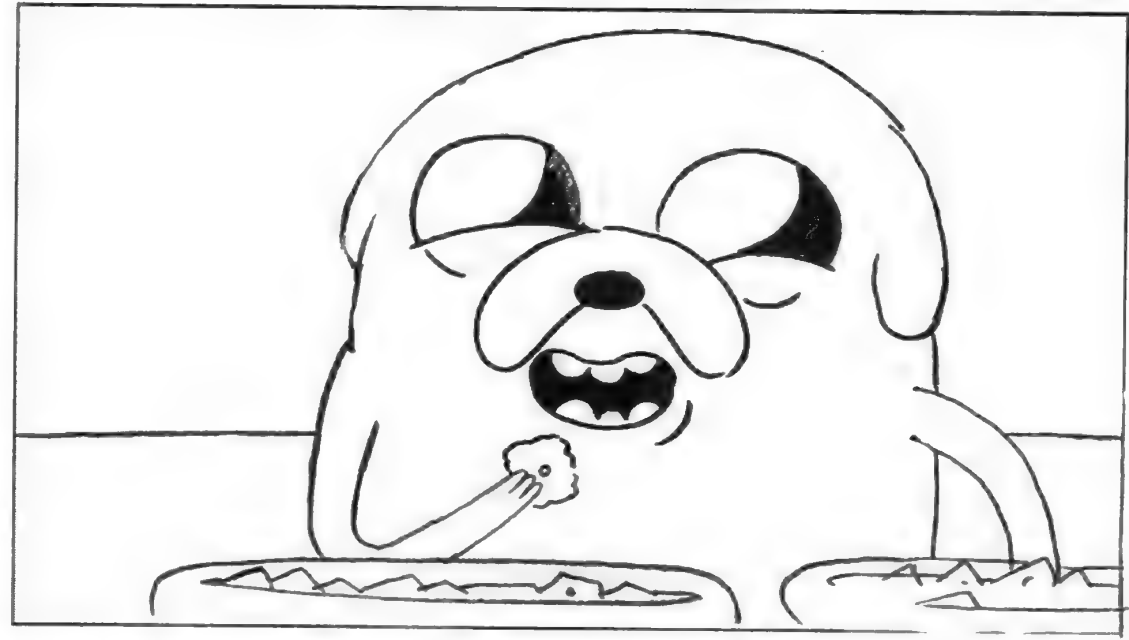
Cut

# ADVENTURE TIME

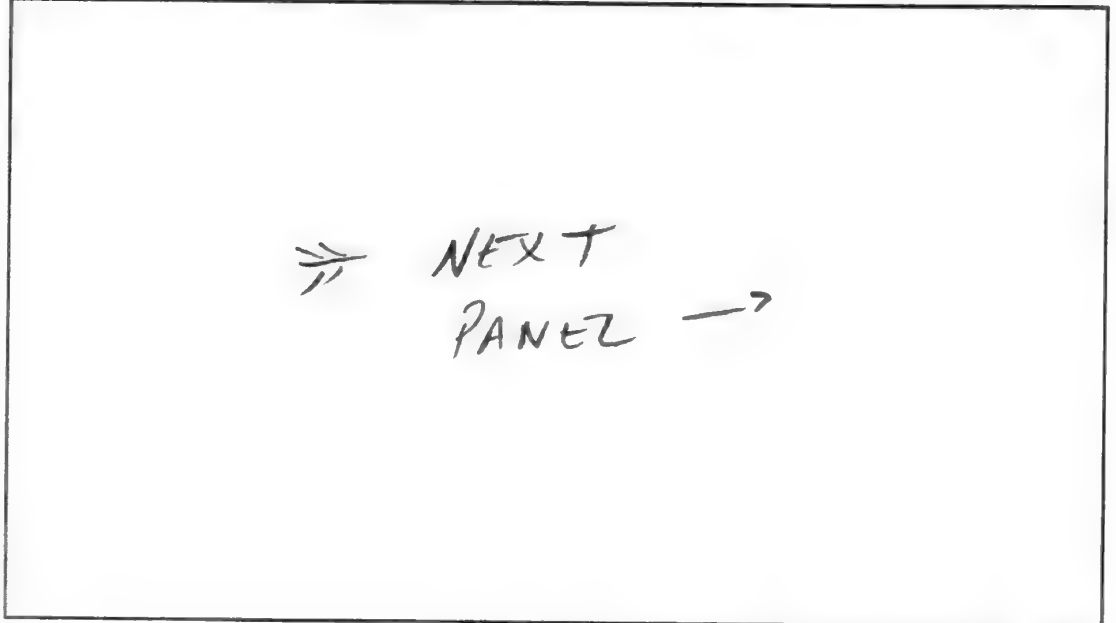


HU  
Cut

Sc. 19 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	(J) (GIDDY) (A) HEEHEEHEE! (AI) THIS FEELS SO GOOD!
Action:	(AI) 
Timing:	NOV 04 2011

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1025/166

Production :

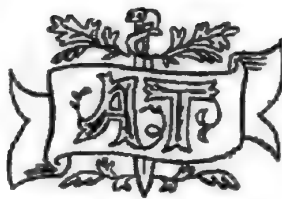
1025/166

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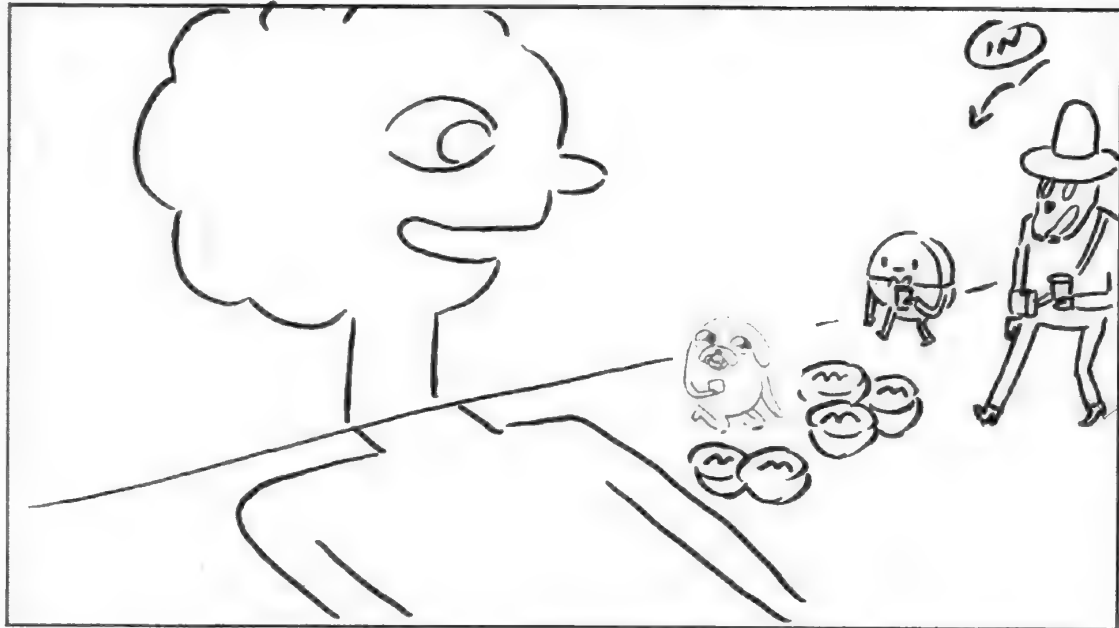
1025/166

Ho  
Cut

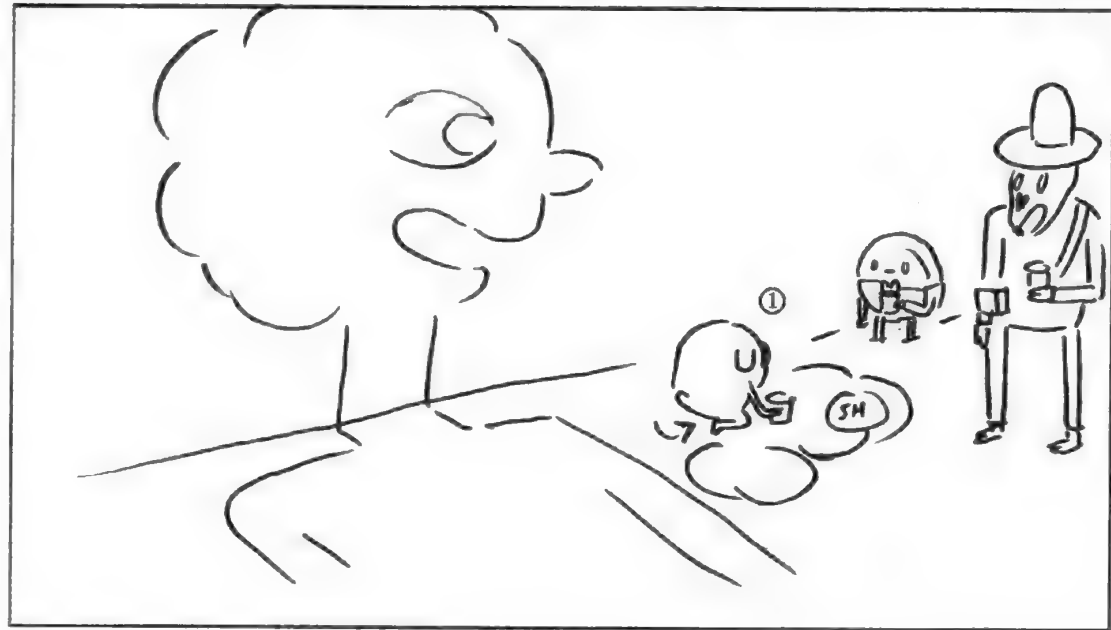
# ADVENTURE TIME



Sc. 20 Pnl. A Bg. day night



Sc. 20 cont Pnl. B Bg. day night



Dialog:

Action:

Pep butler and  
DEATH WALK IN

Timing:



(J)+(P) ① "Peppermint Butler!  
DEATH!"  
JUST ② JAKE - "WHAT'S UP!?"

- Jake turns

NOV 04 2013



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Page 23

EPISODE #

1025-166

Production :

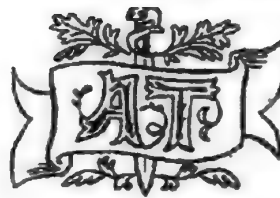
1025/166

Ho  
Cut



Ho  
Cut

# ADVENTURE TIME



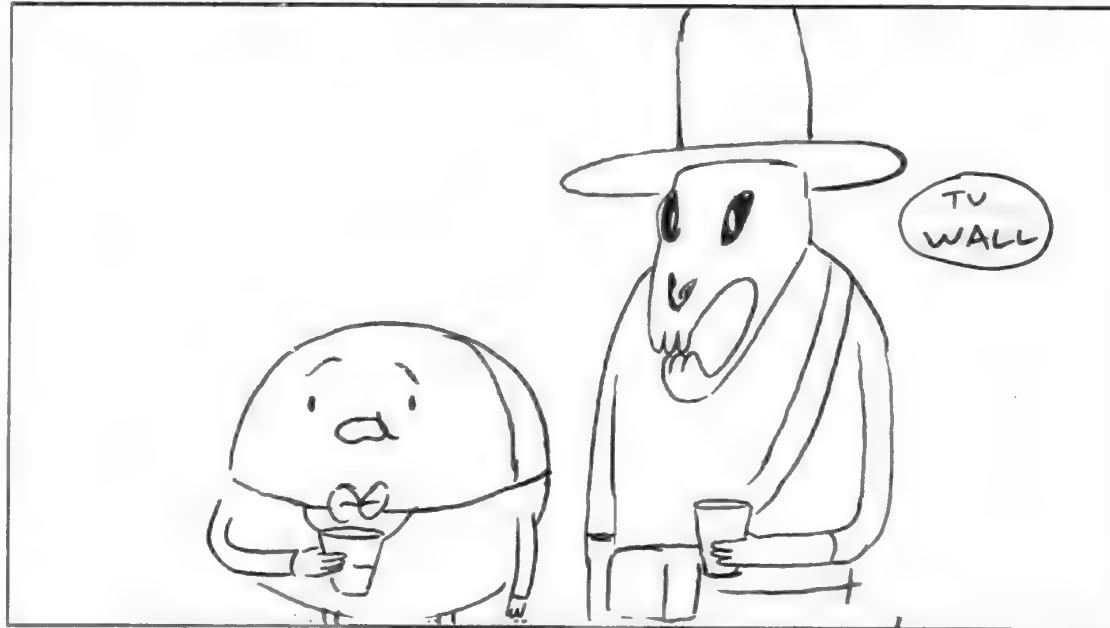
Page 24

Sc. 21

Pnl. A

Bg.

day night

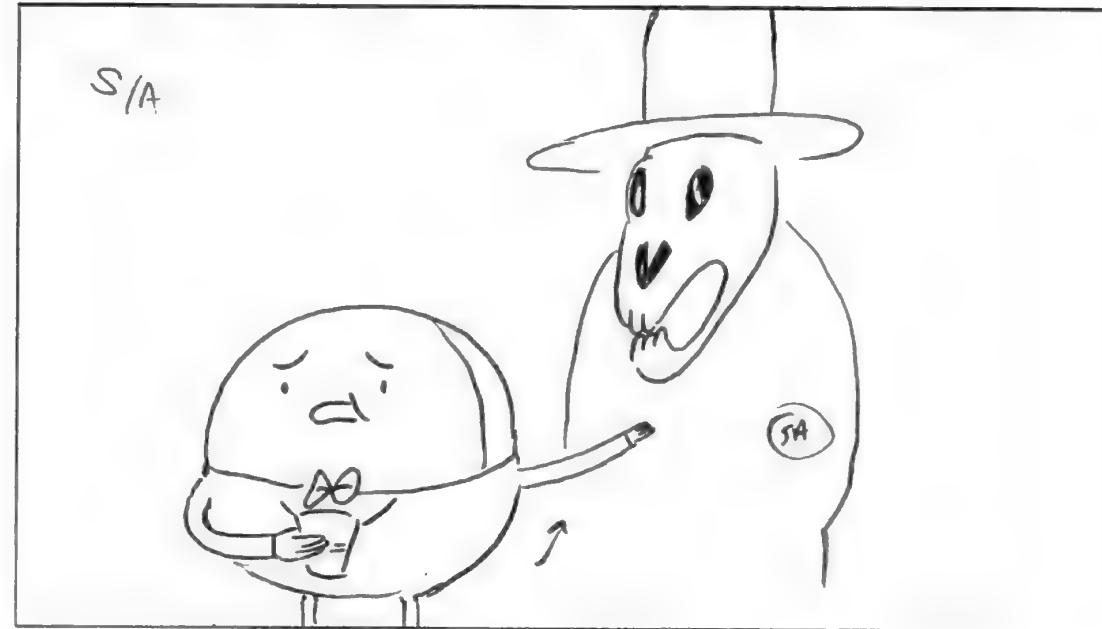


Sc. 21 CONT

Pnl. B

Bg.

day night



Dialog:

PB (NERVOUS) - HEY, uh,

PB: THOSE GUYS ARE DOING SELFIES  
ON THE LICH...

Action:

NOV 04 2013

Timing:

EPISODE #

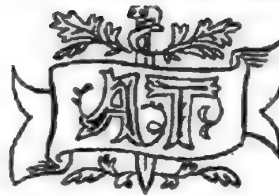
1025-166

1025/166

Production :

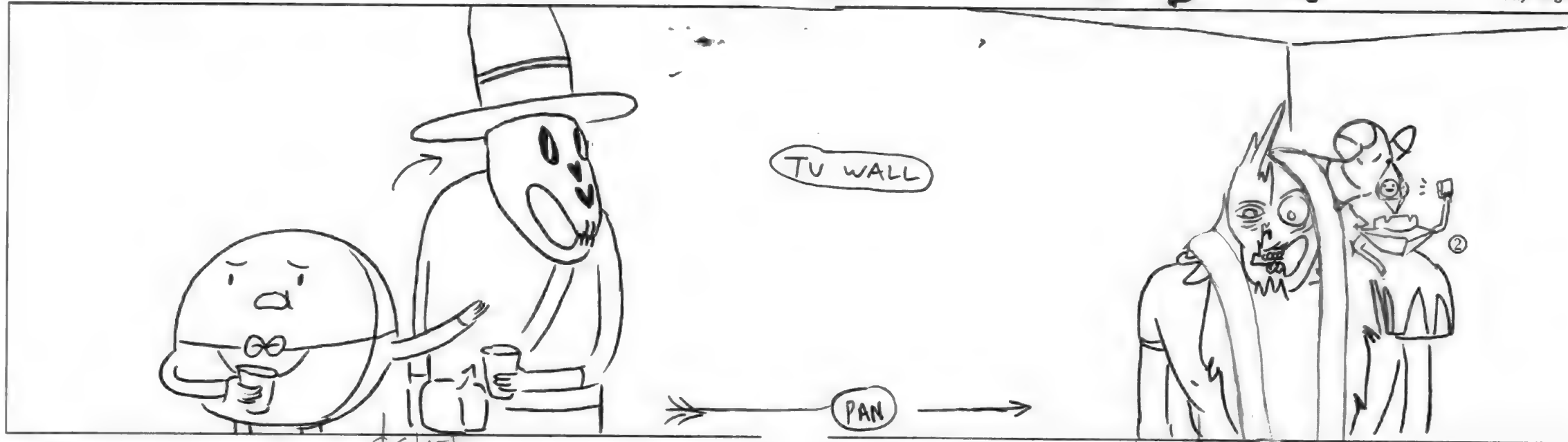
1025/166

# ADVENTURE TIME



Page 25

Sc. 21 CONT Pnl. C Bg. day night Sc. Pnl. D Bg. day night



Dialog:	<u>PB</u> : IS THAT SAFE?	SFX: CAMERA SHUTTER
Action:	- DEATH LOOKS RIGHT - PAN RIGHT	CAM PANS OVER →
Timing:		NOV 04 2013



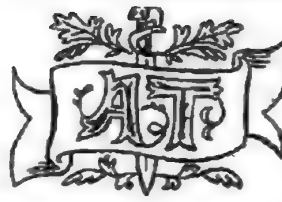
EPISODE # 1025-166

1025/166

Production :

1025/166

# ADVENTURE TIME



Sc. 21 *CONT* Pnl. *E* Bg.

day night

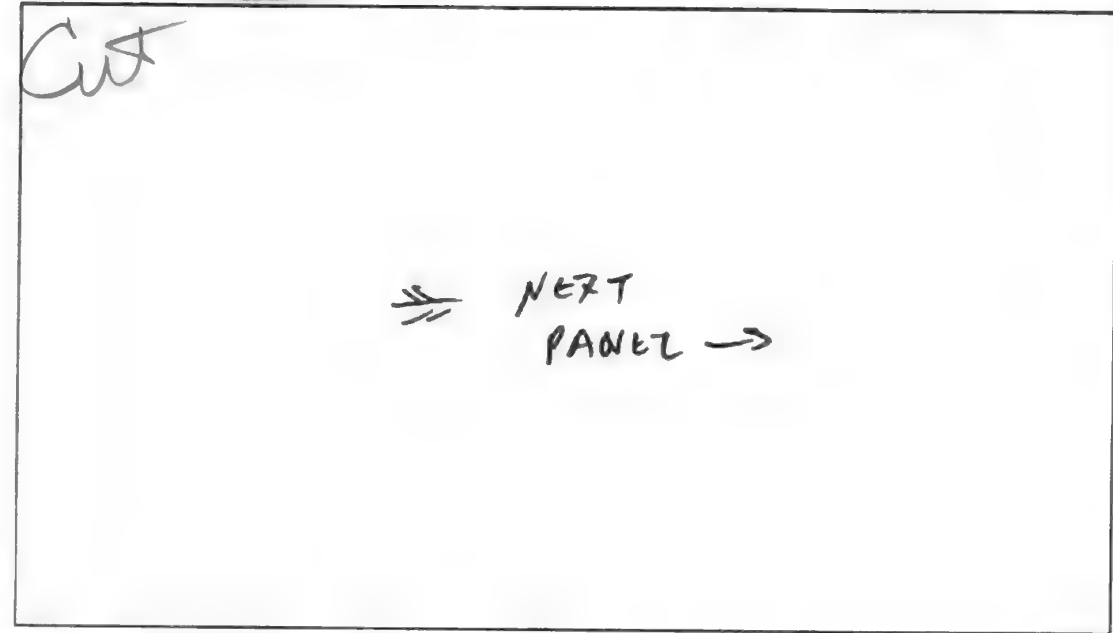
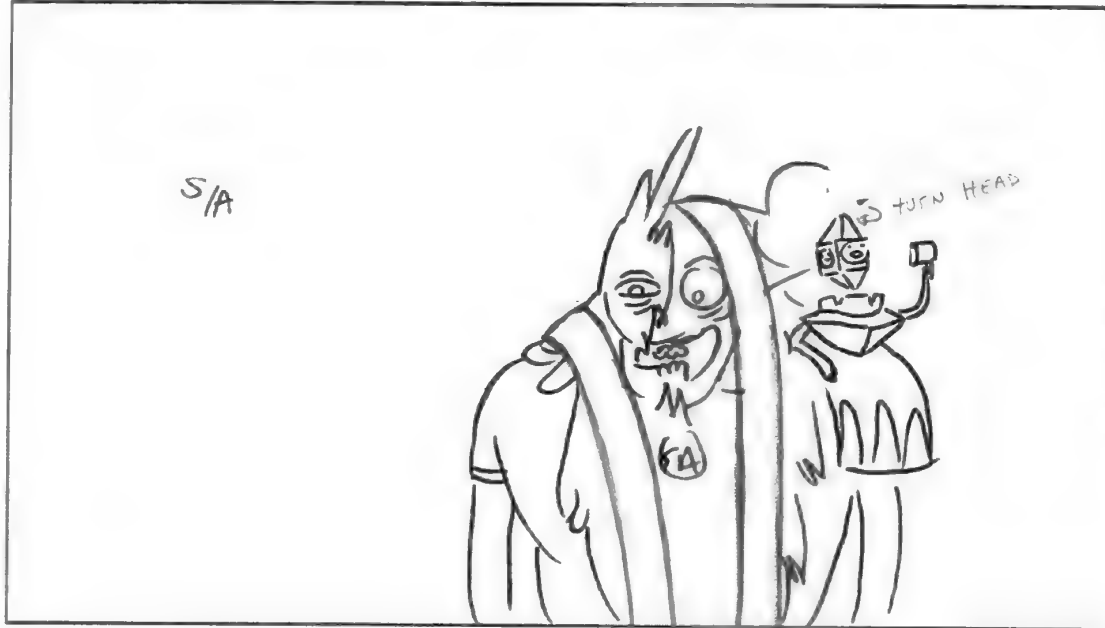
Sc.

NO SCENE  
22

Pnl.

Bg.

Page 26  
26A NEXT  
day night



Dialog:

6666 - HEHE, <sup>definitely</sup> GUNNA SEND THESE  
TO DENISE...

Action:

- GGGG TAKES PICTURE OF HIMSELF

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Timing:

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1025/166

Production :

1025/166

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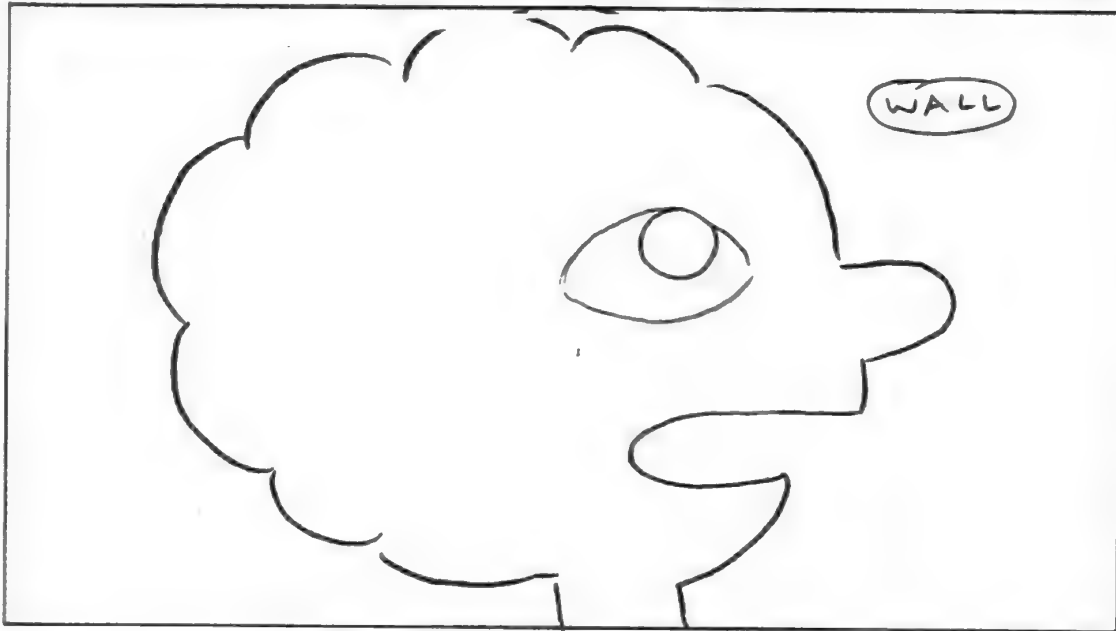
Cut

# ADVENTURE TIME



Sc. 23 Pnl. A Bg.

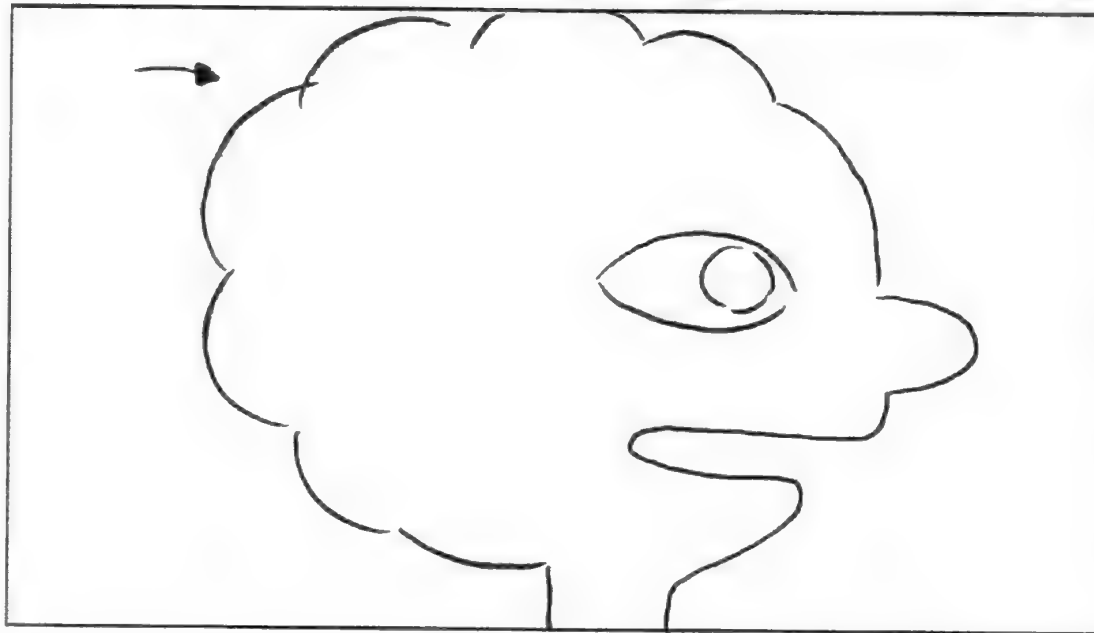
day night



Sc.

23 CONT

Pnl. B Bg.



Page 26A  
27 NEXT  
day night

EPISODE #

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1025/166

Dialog:

(P) OH YEAH, THAT'S FINE.

(P) HE'S harmless.

NOV 04 2011

Action:

HEAD TILTS FORWARD SLIGHTLY

Timing:

Production :

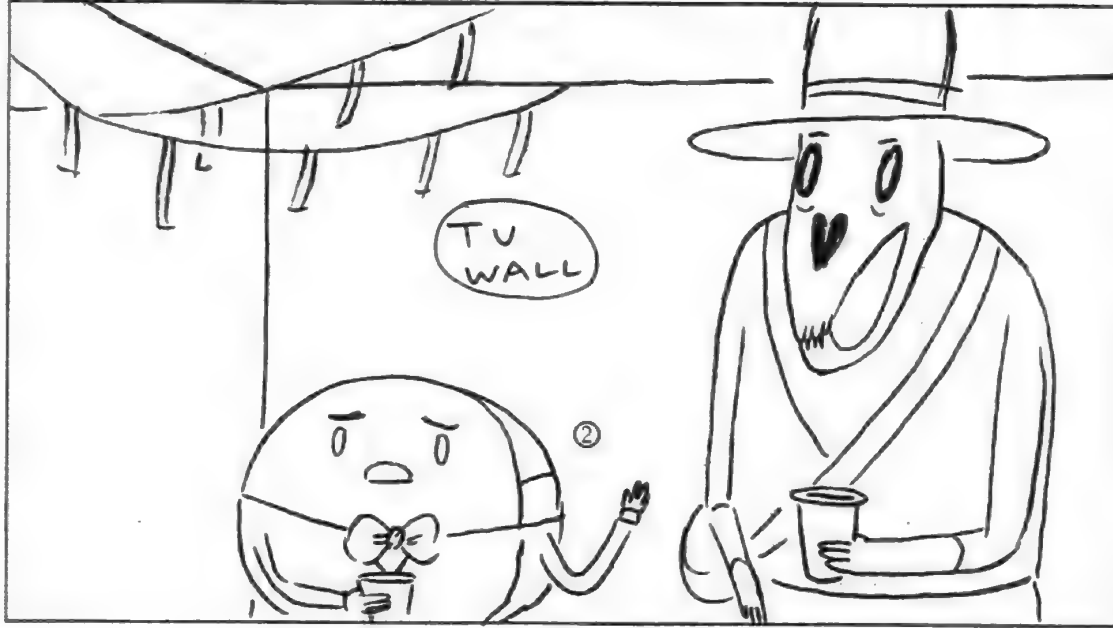
1025/166

Cut

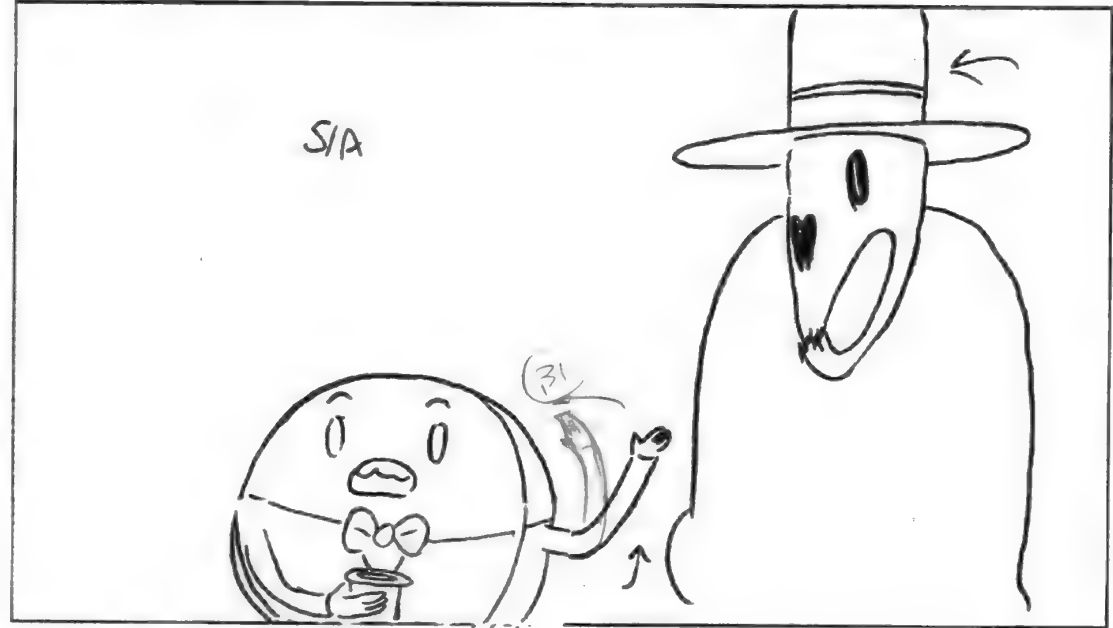
# ADVENTURE TIME



Sc. 24 Pnl. A Bg. day night



Sc. 24 cont Pnl. B Bg. day night



Dialog:	(PB) Yeah,	(PB) but why isn't he killing everyone in this room right now?
Action:	(AL) ①	(DEATH LOOKS at Rep. butler)
Timing:		NOV 04 2013

# ADVENTURE TIME



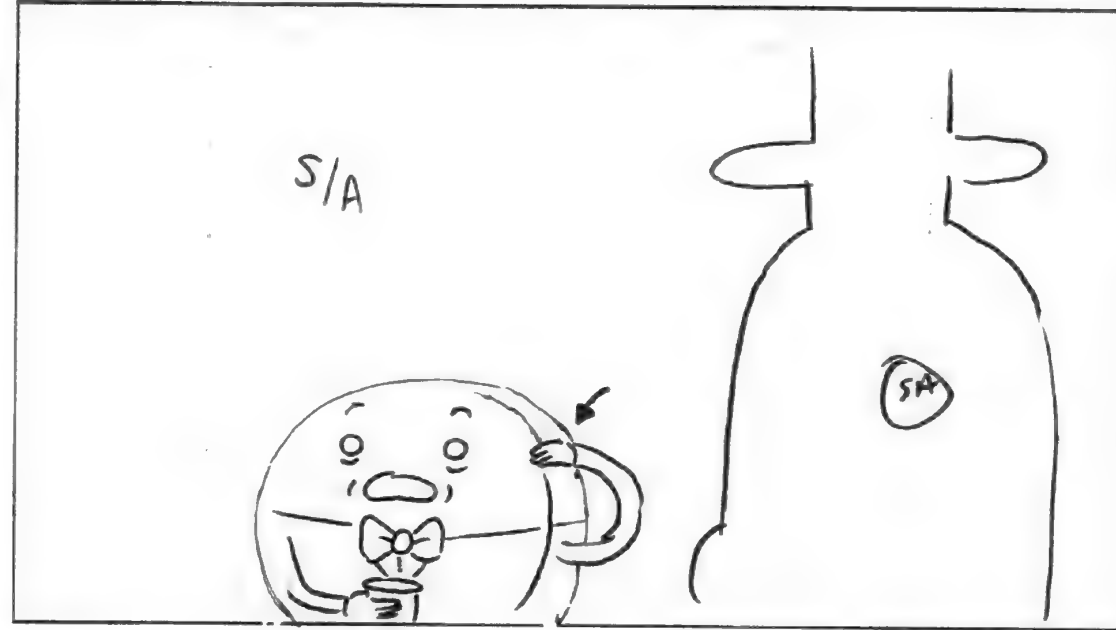
Sc.

24 cont Pnl.

C

Bg.

day night



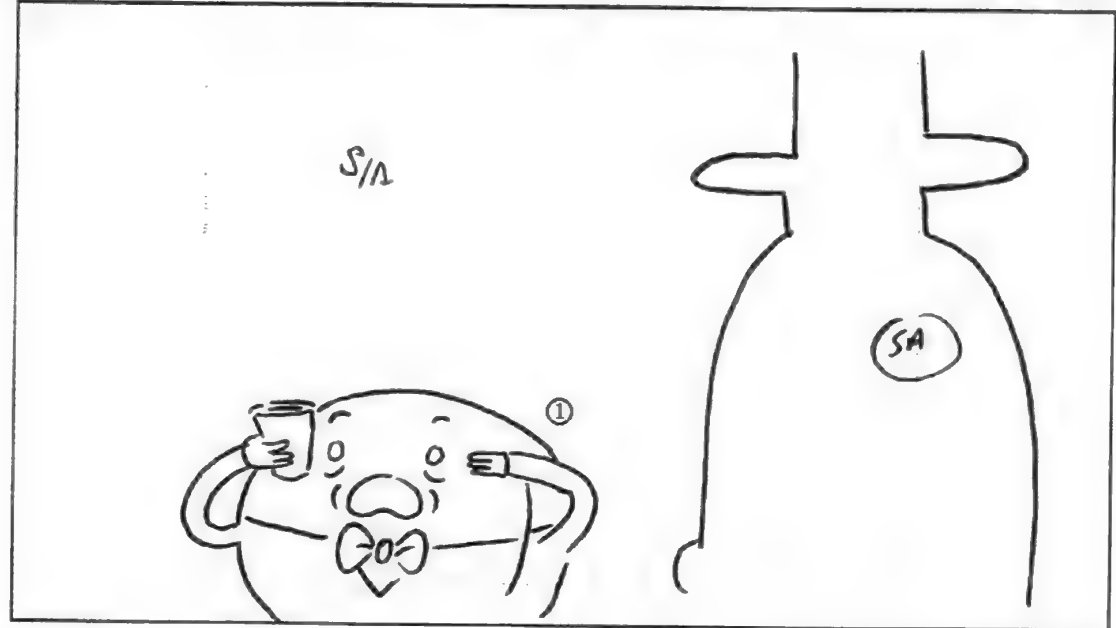
Sc.

24 cont Pnl.

D

Bg.

day night



Page

28

Cut

1025-166

EPISODE #

1025/166

Dialog:

(Pbutter)

controlling our minds...

(PB)

making us rip each other's eyes out while we buttercup one another!

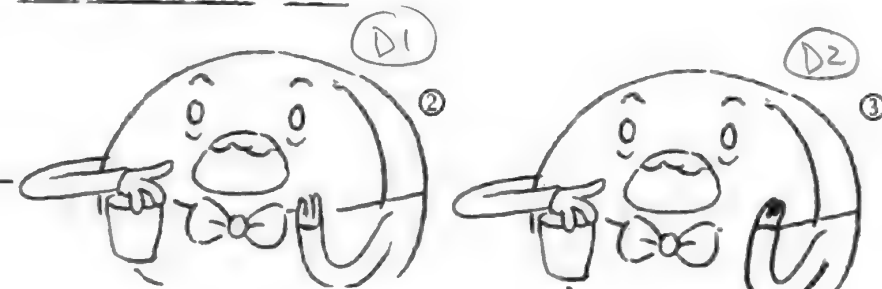
NOV 04 2013

Action:

(ALT)

... rip each other's eyes out while we feed them to one another!

Timing:

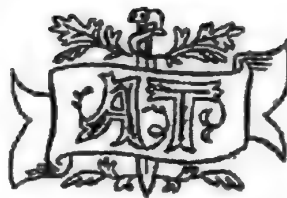


Production :

1025/166

1025/166

# ADVENTURE TIME



Sc.

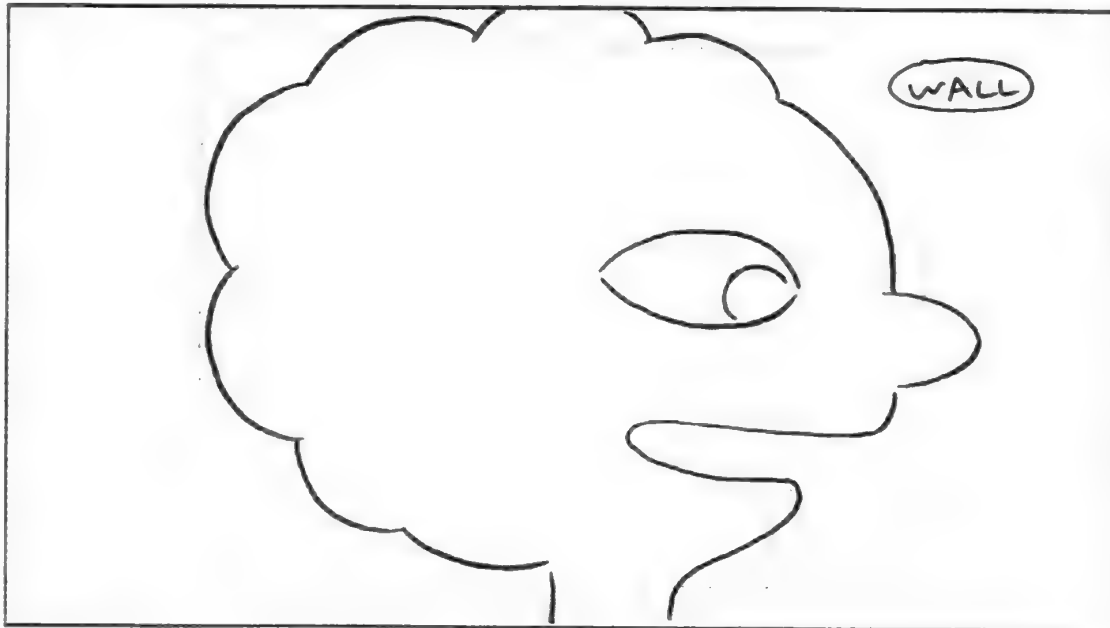
25

Pnl.

A

Bg.

day night



Sc.

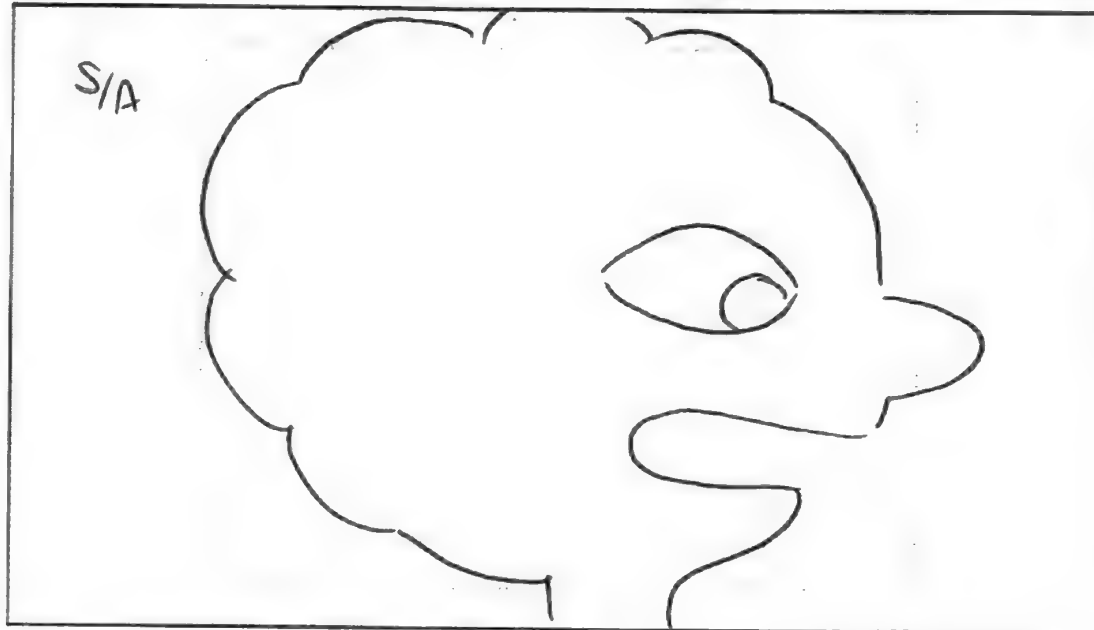
25 cont

Pnl.

B

Bg.

day night



Dialog:

well,  
 (P) The lich's primary function  
 is to cause mass death

(P) and since he can't do that  
 WHILE HE'S TRAPPED IN MY TIME ROOM --

Action:

NOV 04 2013

Timing:

Production :

EPISODE #

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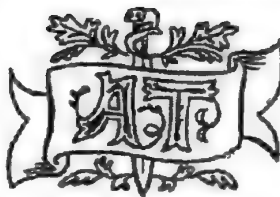
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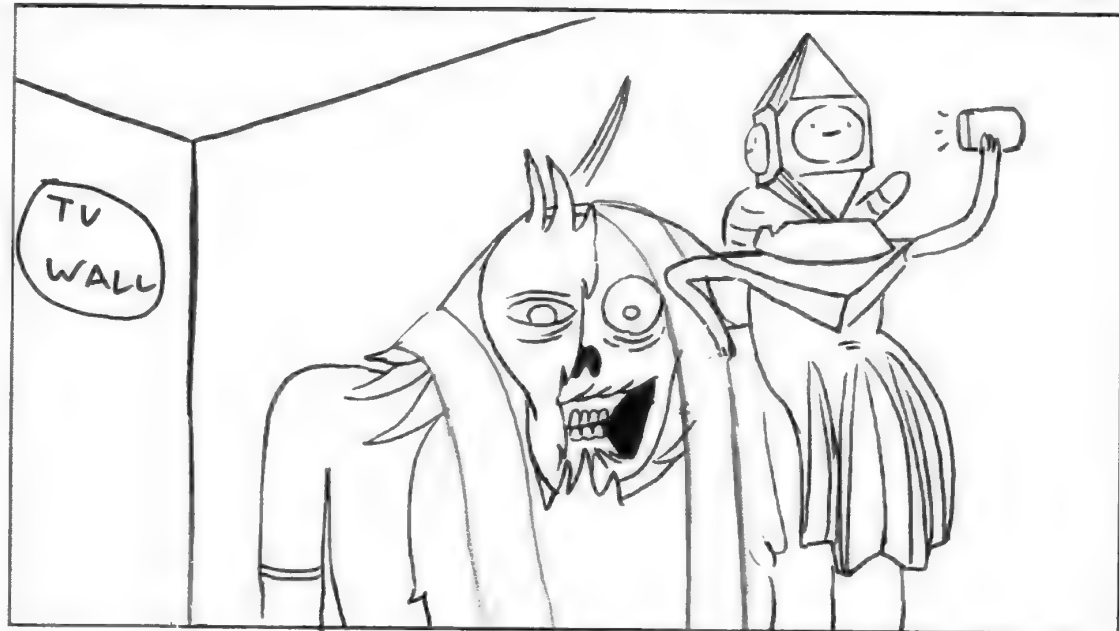


# ADVENTURE TIME

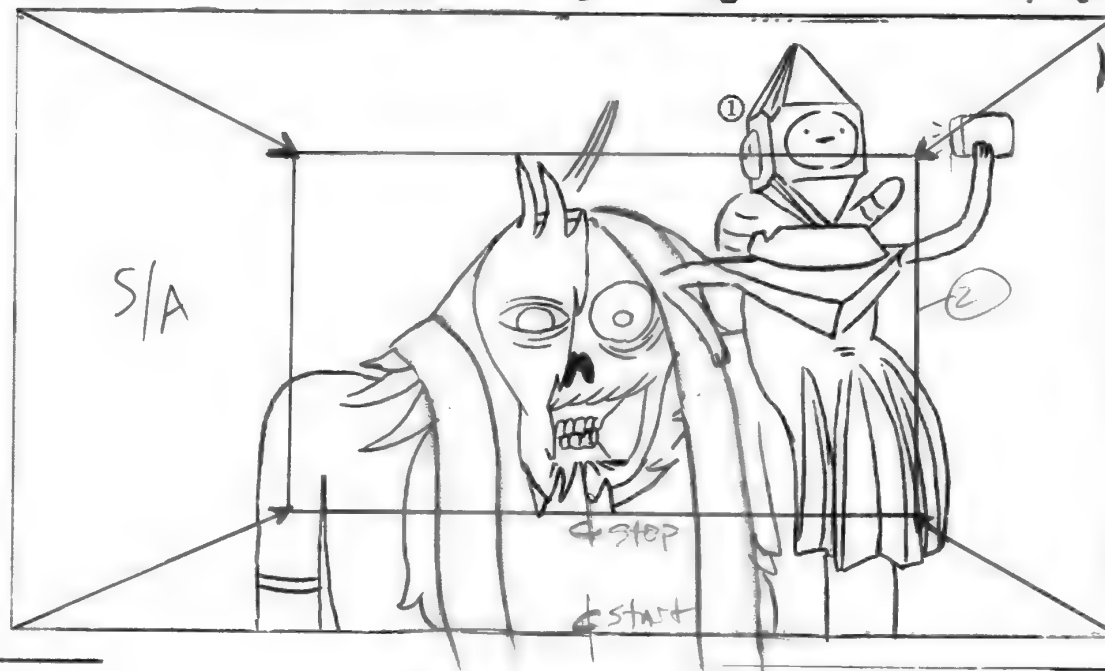


Page 30

Sc. 26 Pnl. A Bg. day night



Sc. 26 cont Pnl. B Bg. day night



Dialog:

Ⓟ (0.5) HE'S STUCK IN A STANDSTILL...

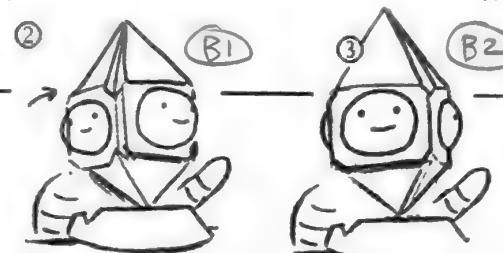
Ⓟ (0.5) LIKE a machine with out a purpose

Action:

slow drift truck in

Timing:

NOV 04 2013



Production :

EPISODE #

1025-166

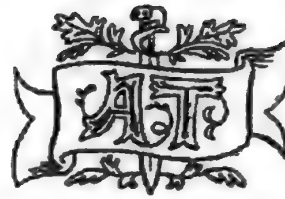
1025/166

1025/166

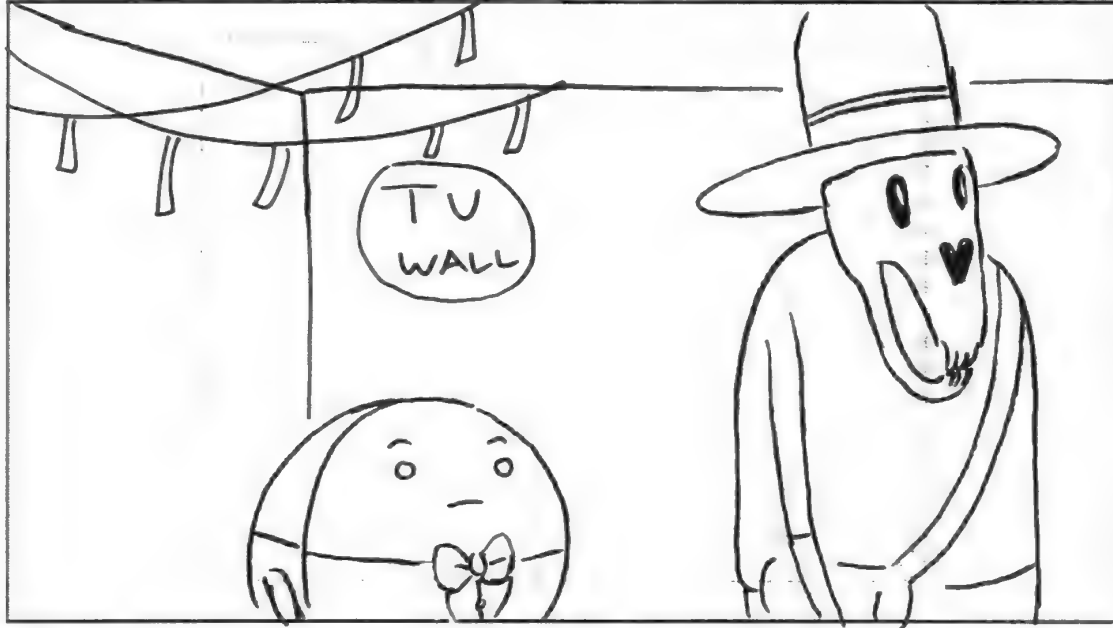
1025/166

Cut

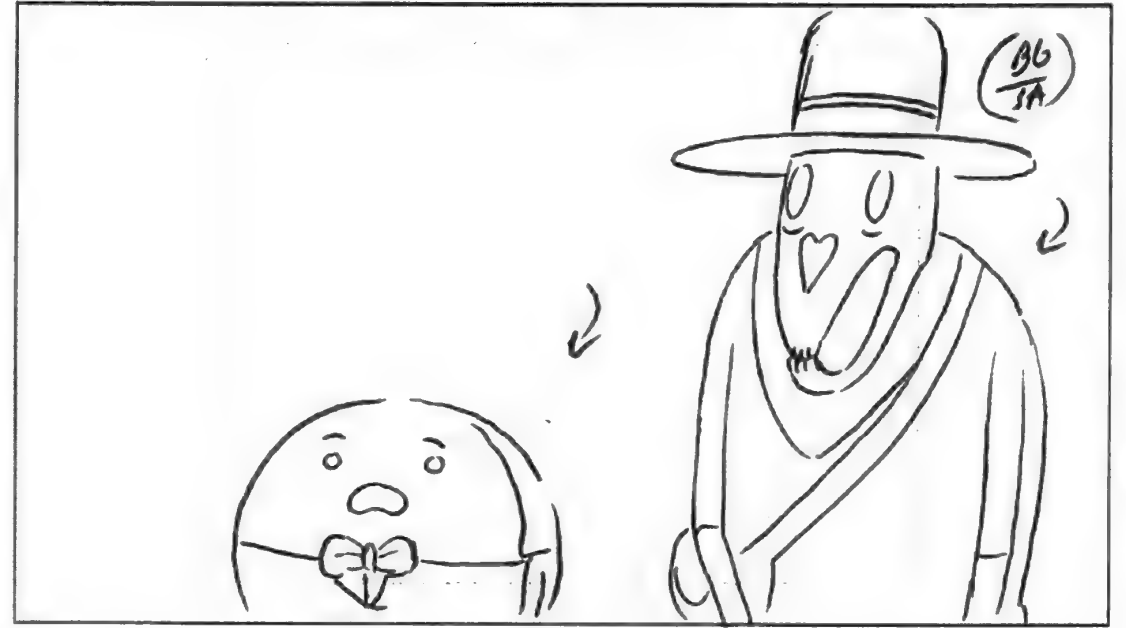
# ADVENTURE TIME



Sc. 27 Pnl. A Bg. day night



Sc. 27 CONT Pnl. B Bg. day night



Dialog:	(Pbnt) i'm so scared right now. (DEATH) Yikes.
Action:	- PB + DEATH TURN. NOV 04 2013
Timing:	

Cut

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EPISODE #

1025/166

Production :

1025/166

1025/166

# ADVENTURE TIME



Sc.

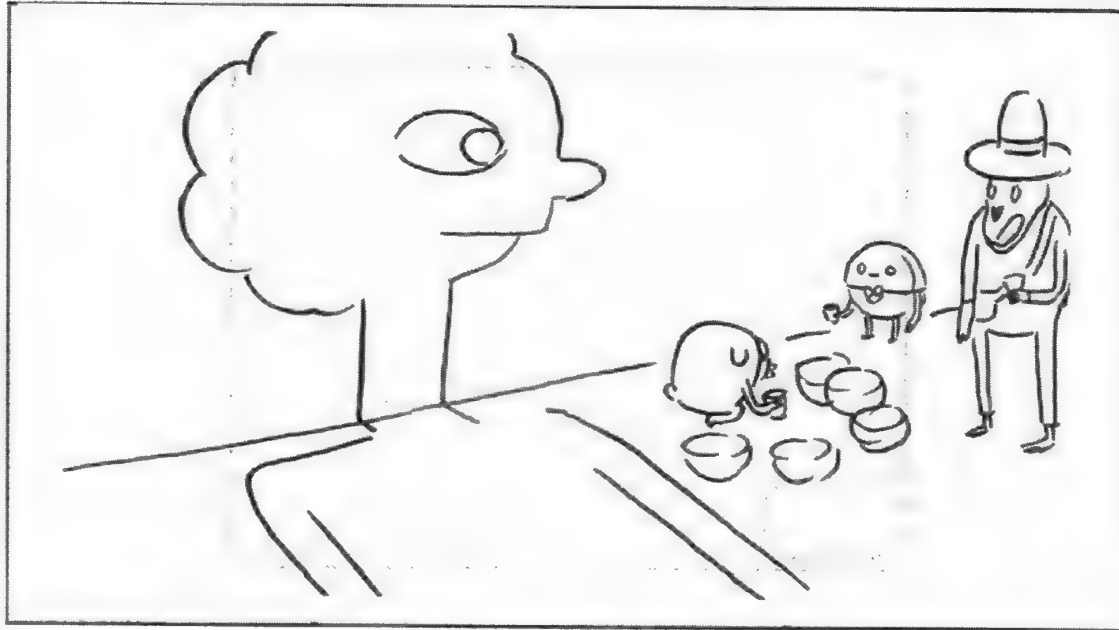
28

Pnl.

A

Bg.

day night



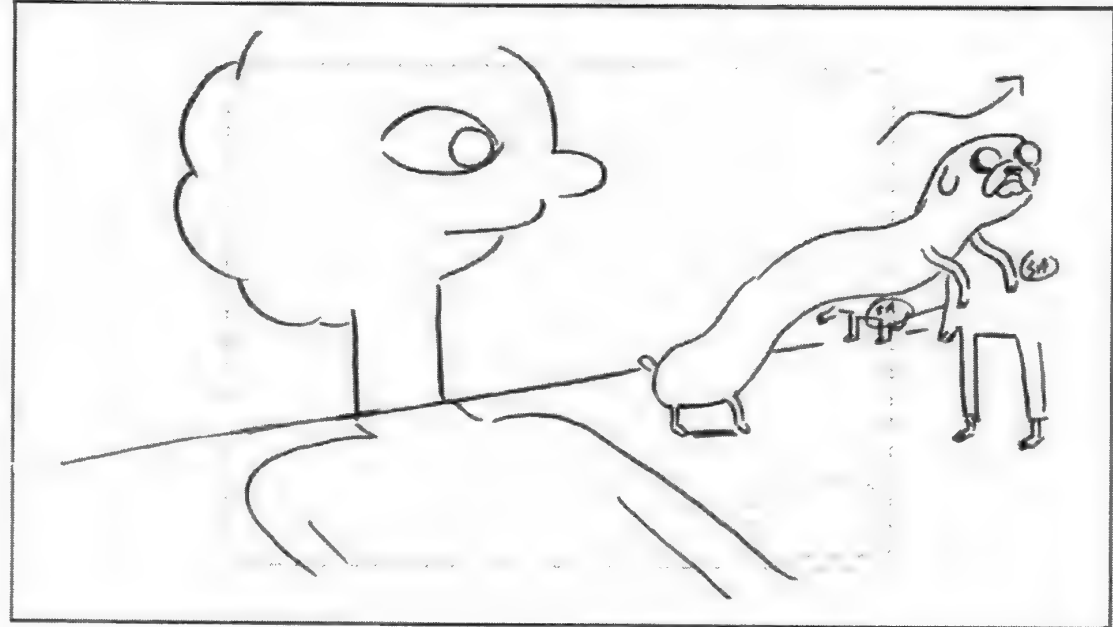
Sc.

28 *cont*

Pnl.

B

Bg.



Page

32

*32A NEXT*

day night

Dialog:

⑤ aaahh don't worry. --

⑤ he ain't gonna hurt nobody!

Action:

⑤ Jake stretches out of shot

NOV 04 2013

Timing:

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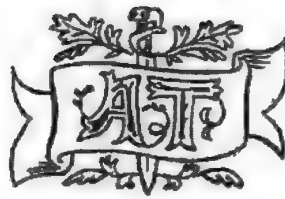
Production :

1025/166

1025/166

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# ADVENTURE TIME



Page 32A

33 NEXT

Sc. 28 *cont*

Pnl. C

Bg.

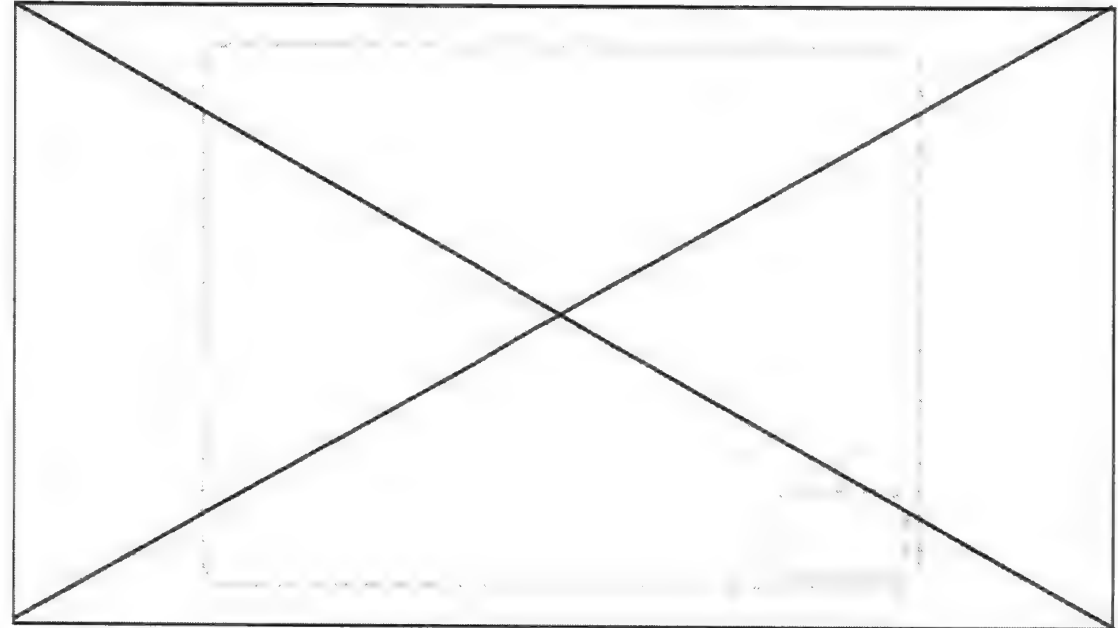
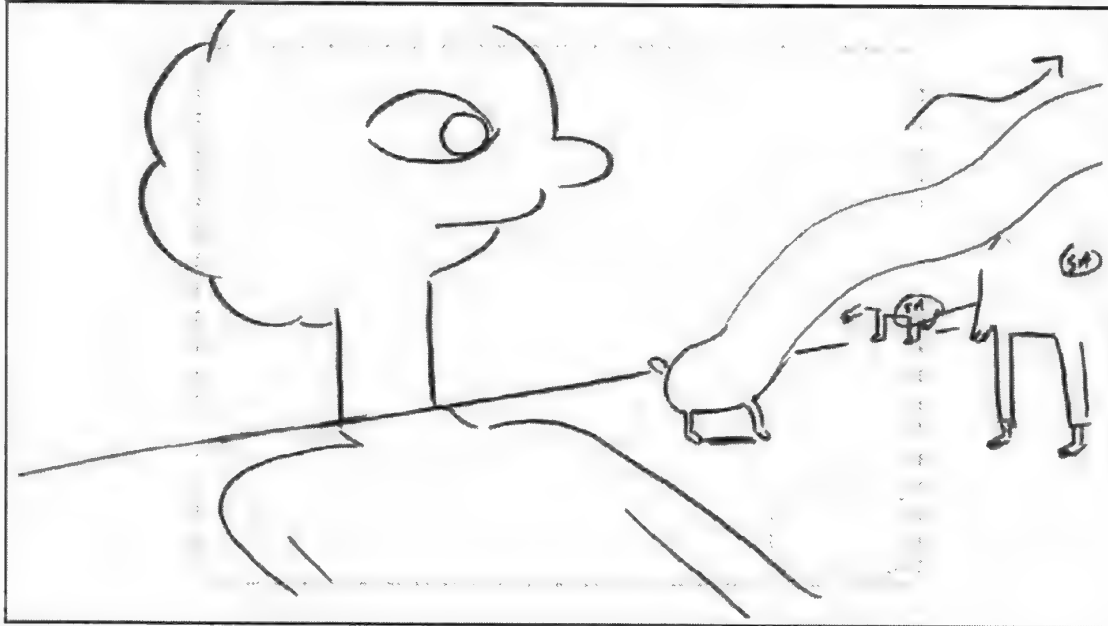
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

NOV 04 2013

EPISODE # 1025-166

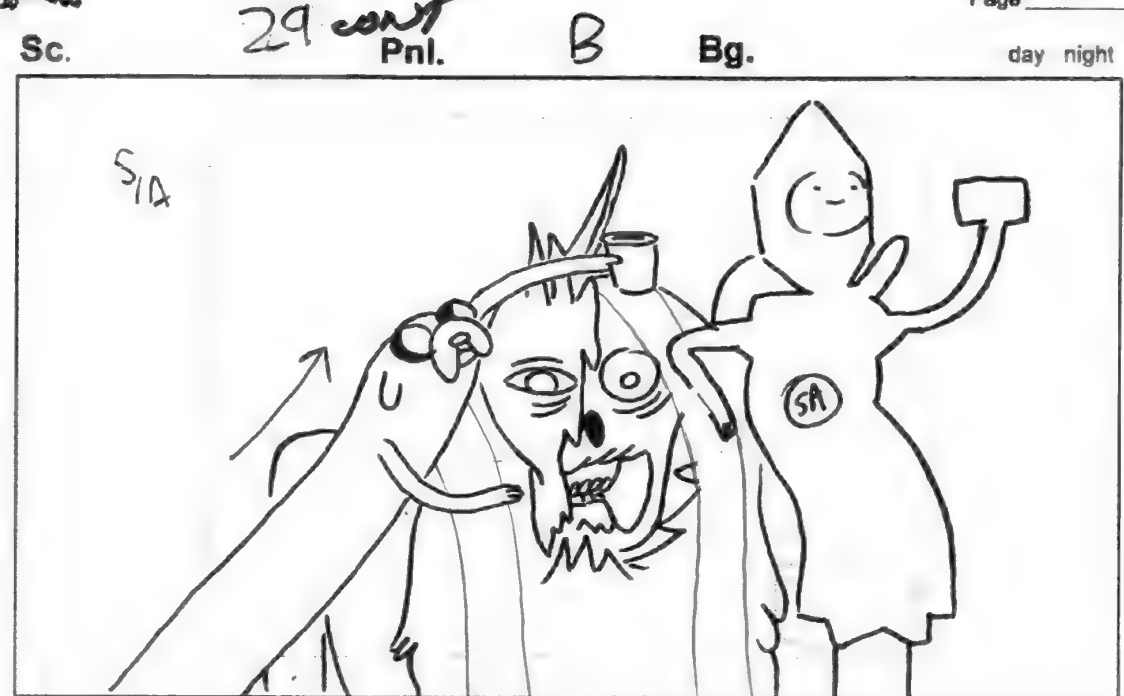
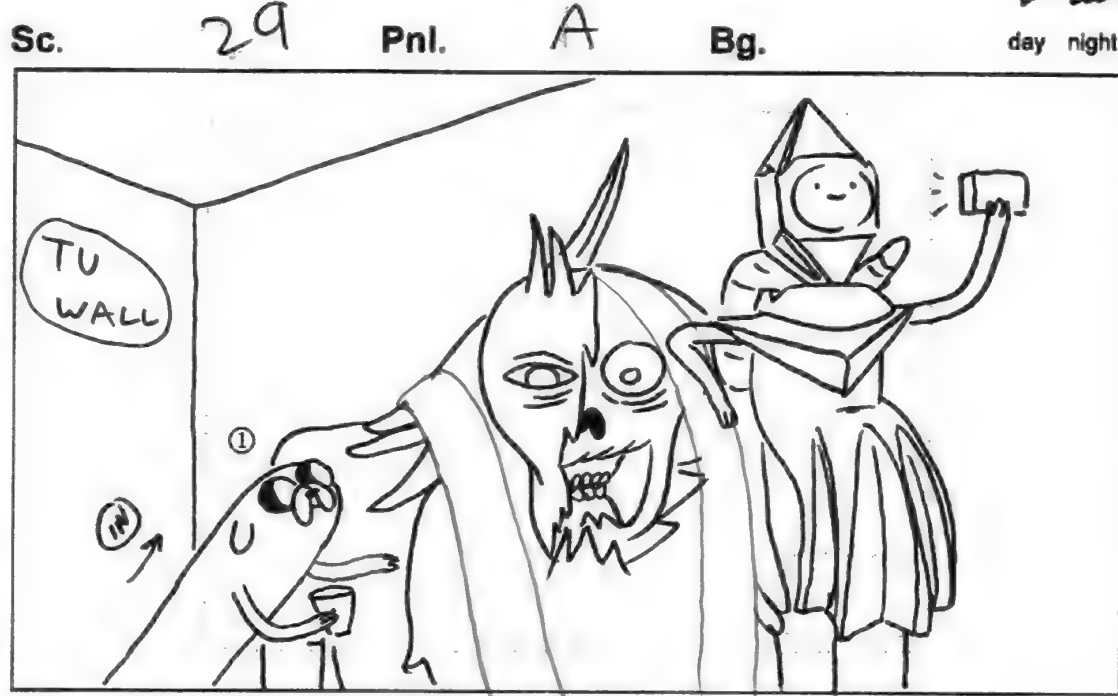
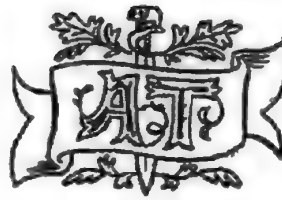
1025/166

Production :

1025/166

Cot

# ADVENTURE TIME



Dialog:

Sfx: CAM FLASH

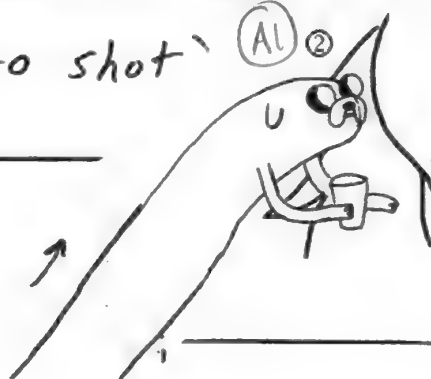
Action:

- Jake stretches into shot

- J puts cup on head

NOV 04 2010

Timing:



1025-166

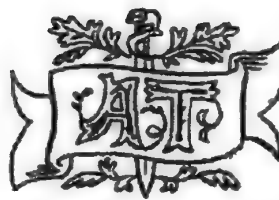
EPISODE #

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Production :

1025/166

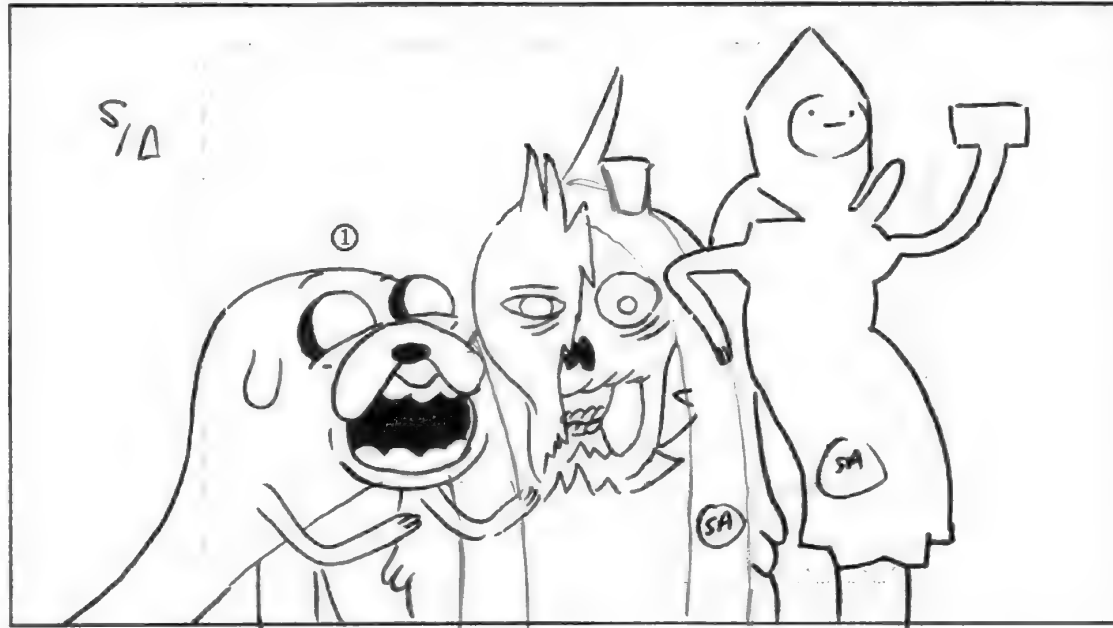
# ADVENTURE TIME



Page 34

*Cut*

Sc. 29 CONT Pnl. C Bg. day night



Sc. 29 CONT Pnl. D Bg. day night



Dialog:

⑤ HA! YOU GOT A CUP ON YOUR HEAD!  
HA, YA DINGUS!

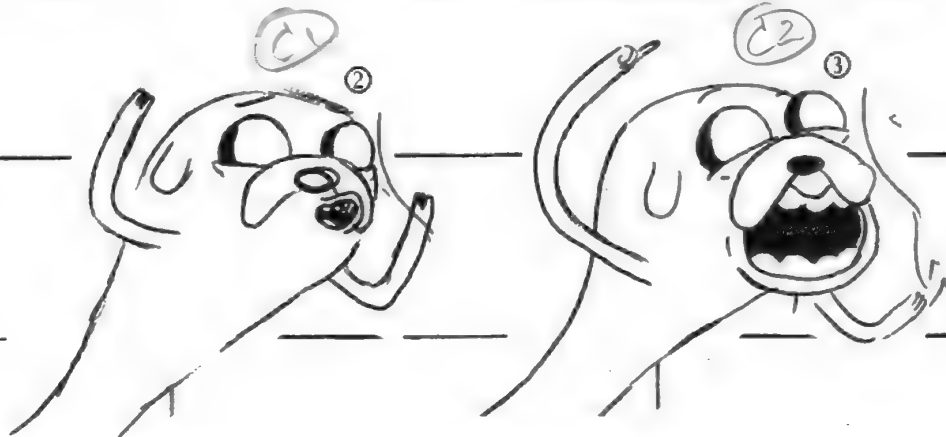
① What are you gonna do about it?  
⑤ ② HAHAAHAHAHA !!!

Action:

← Take backs away pointing

Timing:

NOV 04 2013



EPISODE # 1025/166

Production :

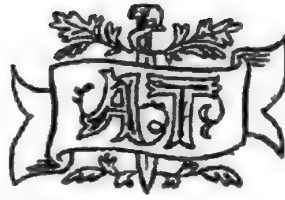
1025/166

1025/166

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Cut

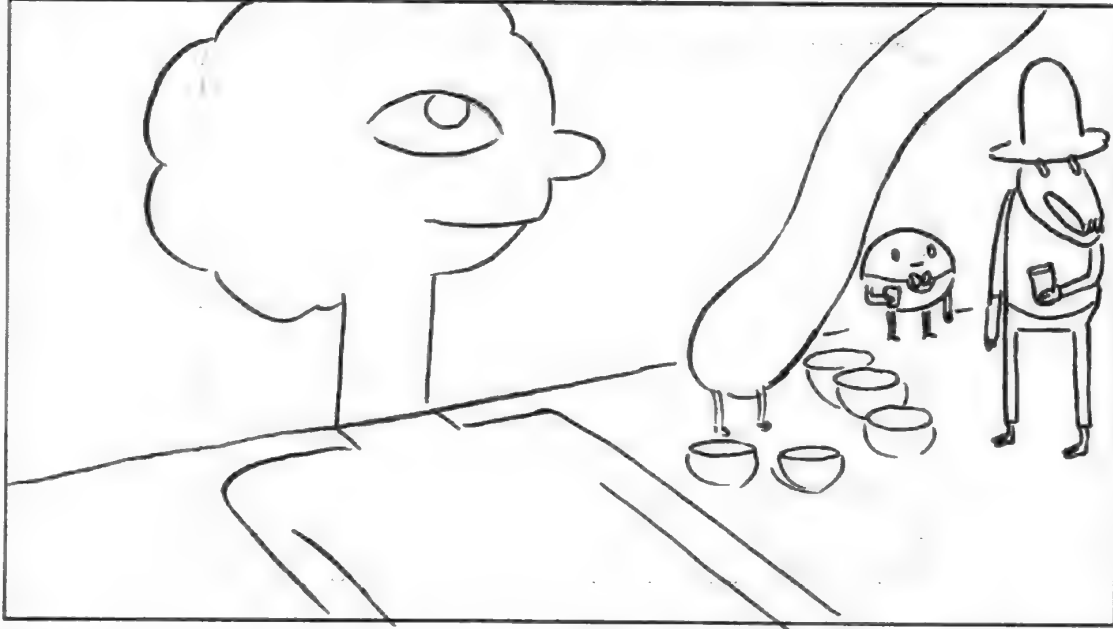
# ADVENTURE TIME



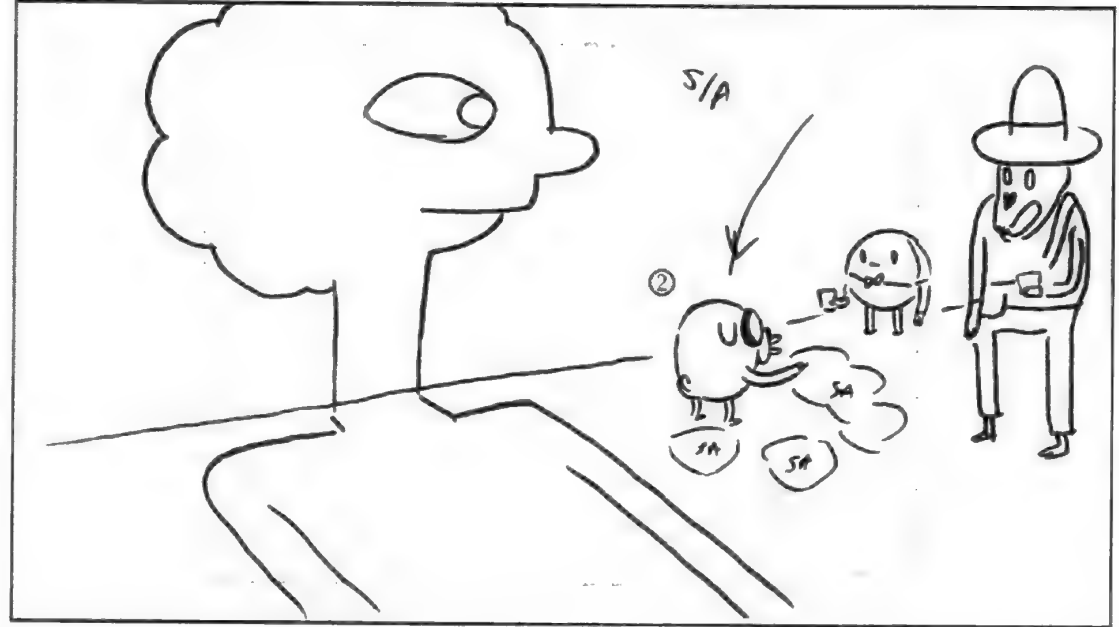
Page 35

HU  
Cut

Sc. 30 Pnl. A Bg. day night



Sc. 30 cont Pnl. B Bg. day night



Dialog:

(5) SEE, HE'S DOCILE AS  
A LAMB.

Action:

Timing:



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EPISODE #

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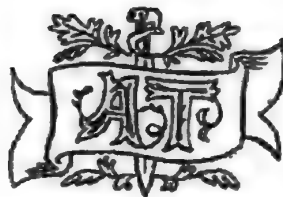
1025/166

Production :

1025/166



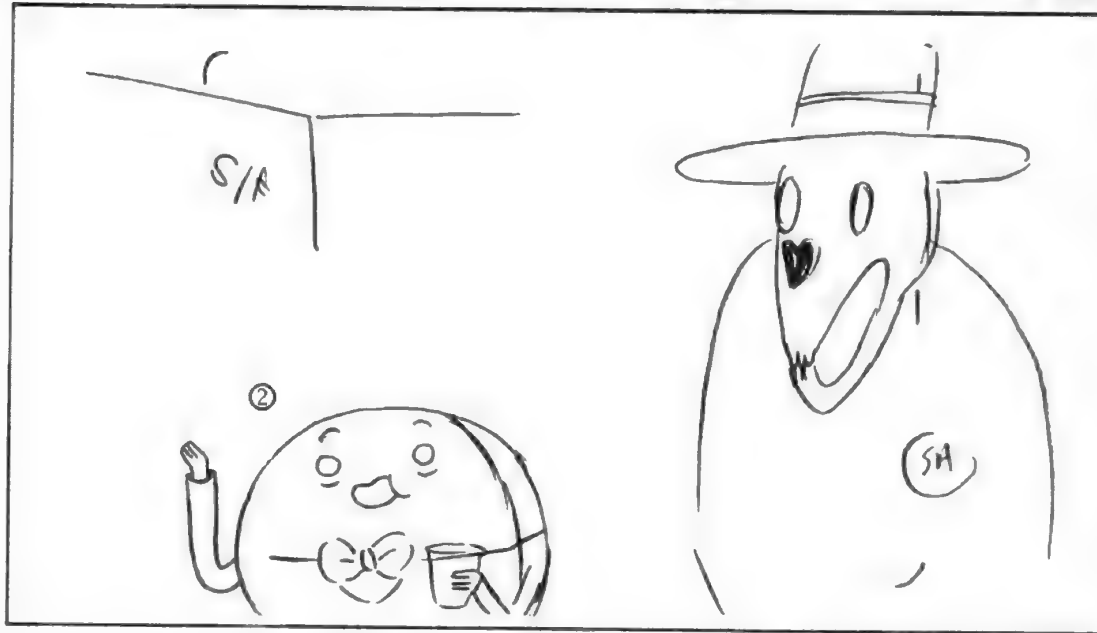
# ADVENTURE TIME



Sc. 31 Pnl. A Bg. day night



Sc. 31 cont Pnl. B Bg. day night



Dialog:

Phut - hmm...

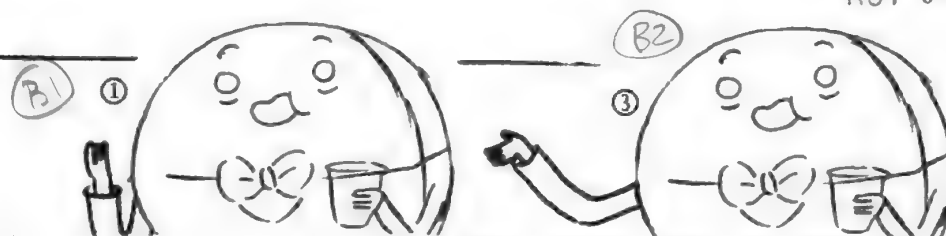
Phut Well, OK... I guess I CAN GO for a selfie too...

Action:

(D) YEAH, ME TOO.

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Timing:



Production :

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1025/166

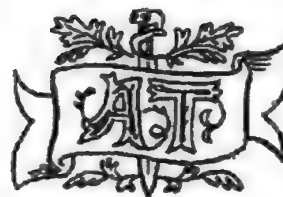
Page 36

11/0 Cut

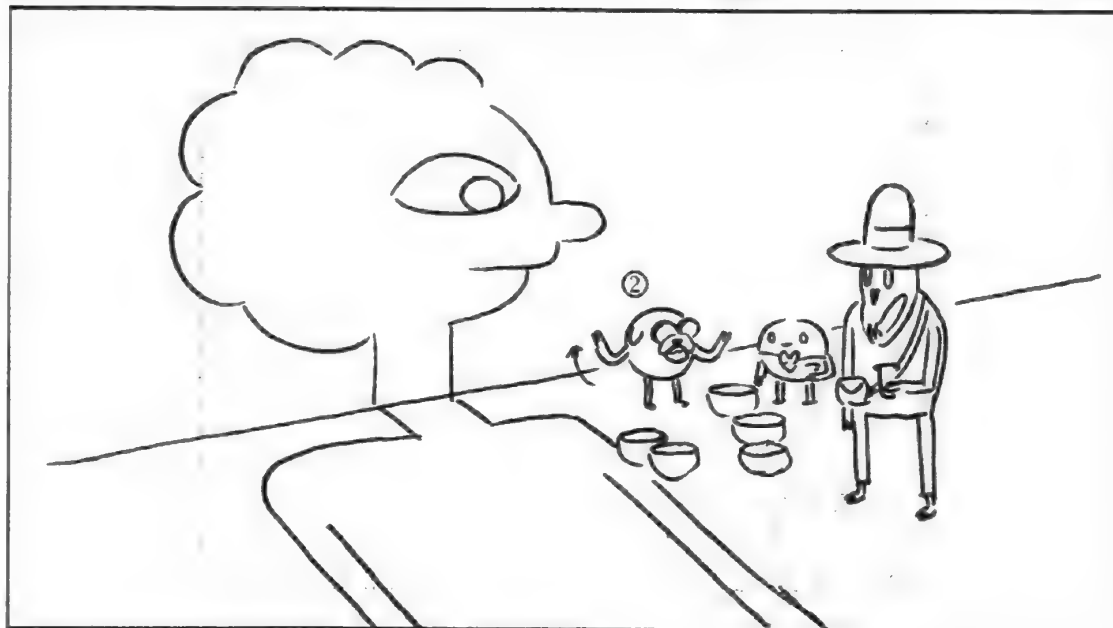
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Hu  
Cut

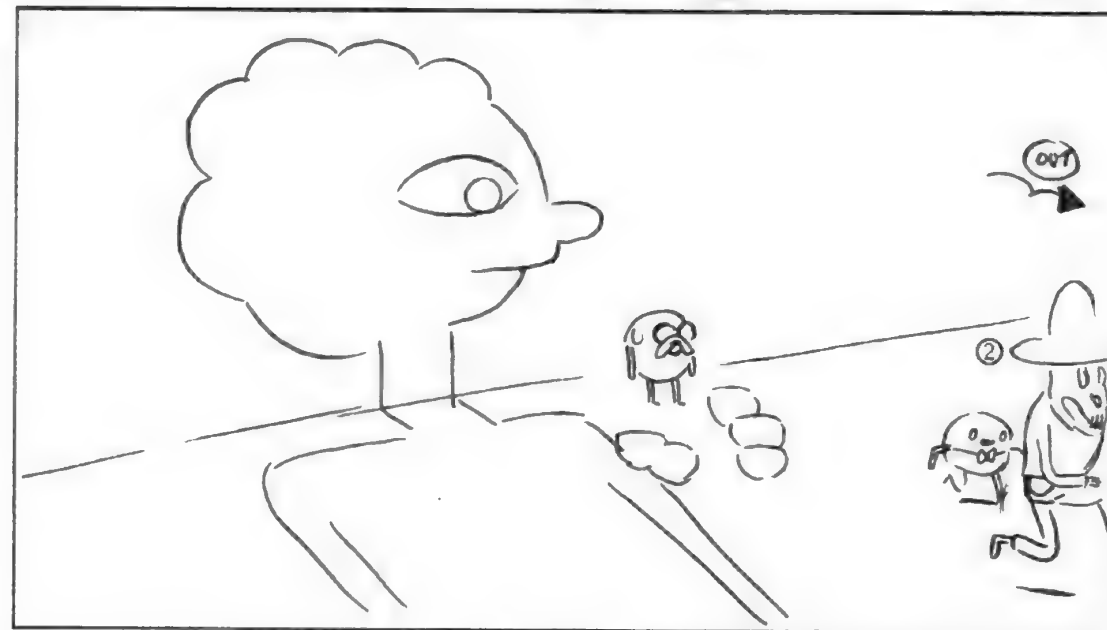
# ADVENTURE TIME



Sc. 32 Pnl. A Bg. day night



Sc. 32 cont Pnl. B Bg. day night



Dialog:

(5) YEAH MAN, MAKE YOUR DREAMS COME TRUE!

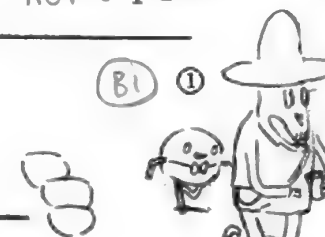
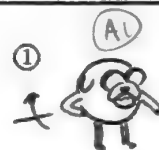
(BOTH): HA! HA!  
HA! HA!

Action:

Pb and Death run out of the shot.

NOV 04 2013

Timing:



Production :

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1025-166

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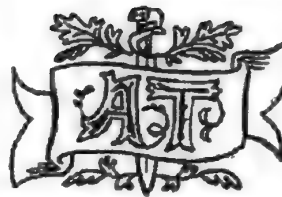
Hu  
Cut

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1025/166  
+66

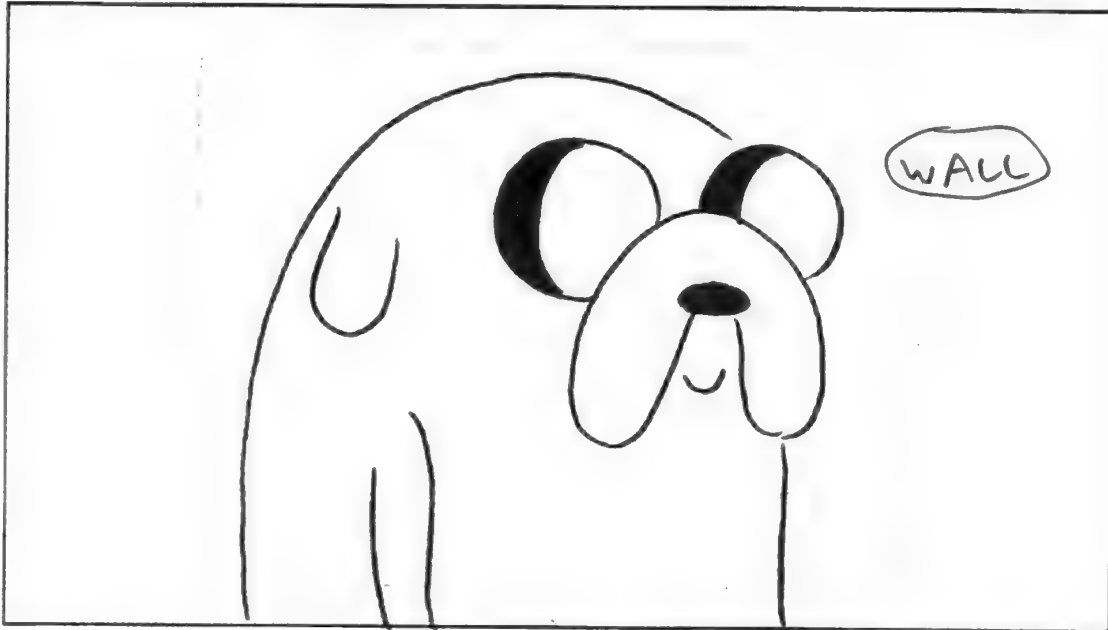
140  
Cant

# ADVENTURE TIME



Sc. 33 Pnl. A Bg.

day night



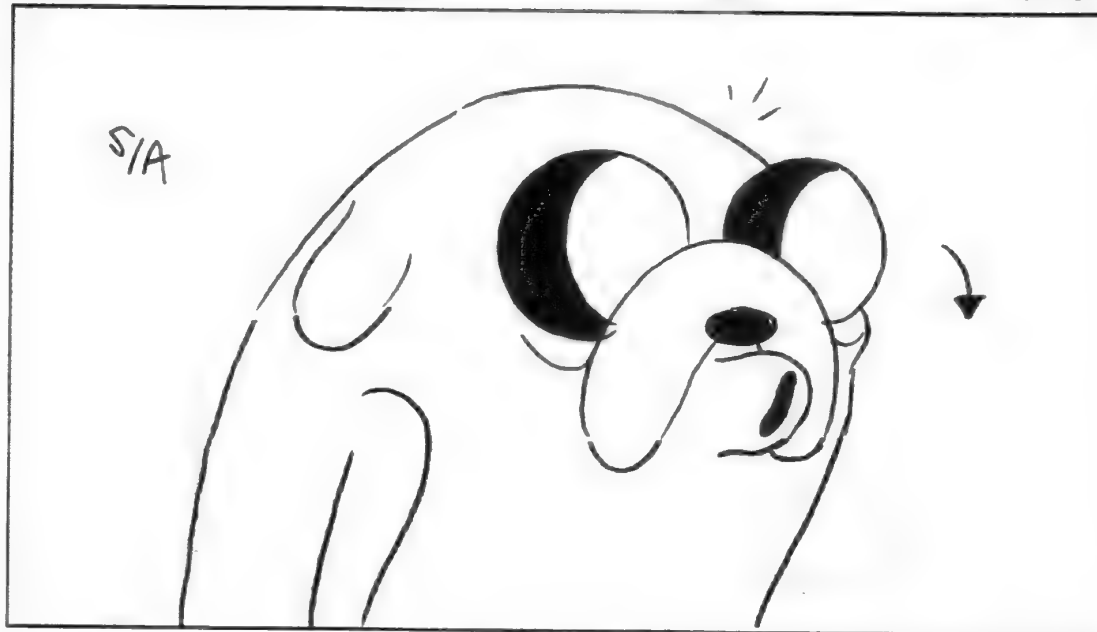
Sc.

33 CONT Pnl.

B Bg.

Page 38

day night



Dialog:

(J) ooo!

Action:

- Jake leans forward  
SUDDENLY

NOV 04 2013

Timing:

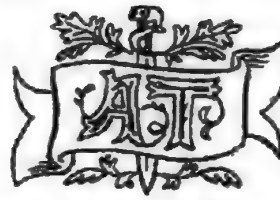
EPISODE #

1025-166

1025/166

Production :

# ADVENTURE TIME



Sc.

33 cont Pnl.

C

Bg.

day night

Sc.

33 cont Pnl.

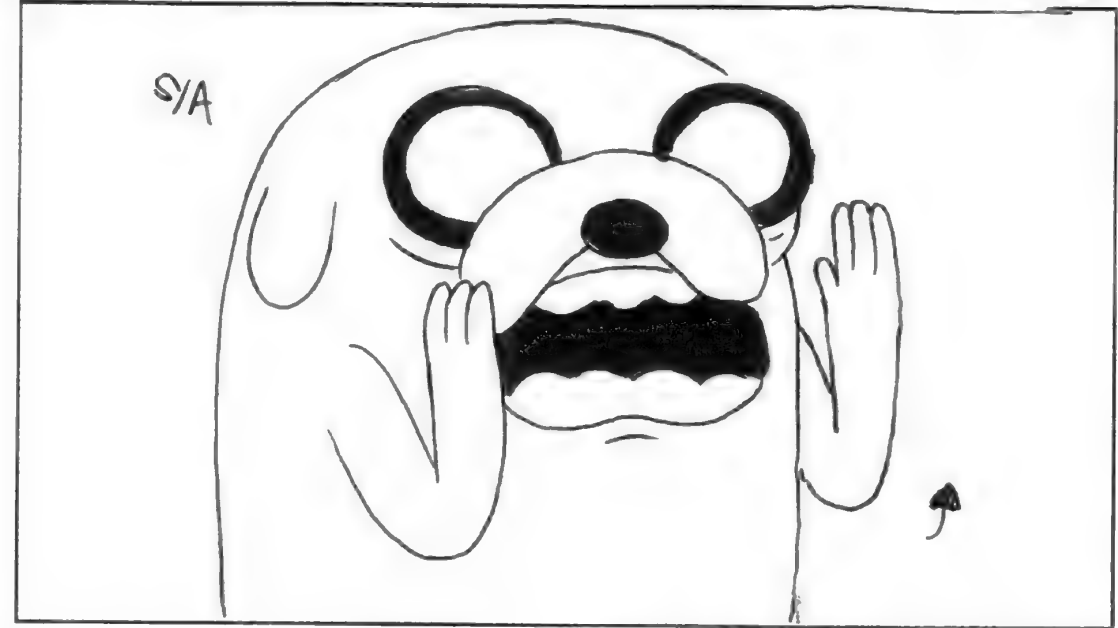
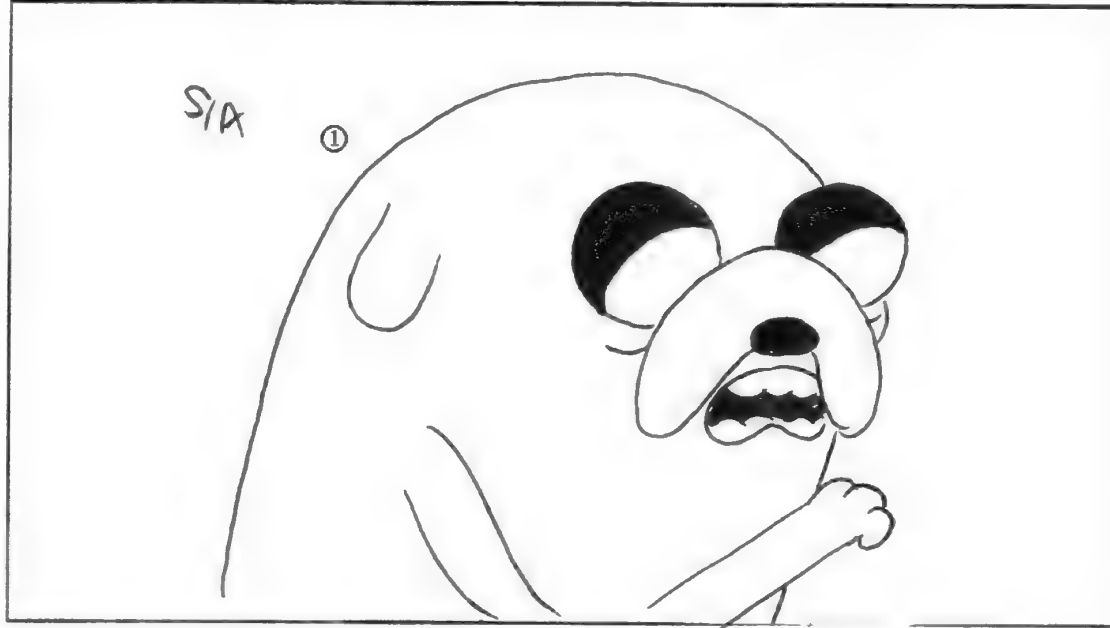
D

Bg.

Page

39

day night



Dialog:

⑤ what time is it?

⑤ AYO CLOCKFACE!  
WHAT TIME IS IT!?

Action:



NOV 04 2013

Tim

EPISODE #

1025-166

1025/166

Production :

1025/166

Handwritten initials: "HJ" and "CUT" with a star.

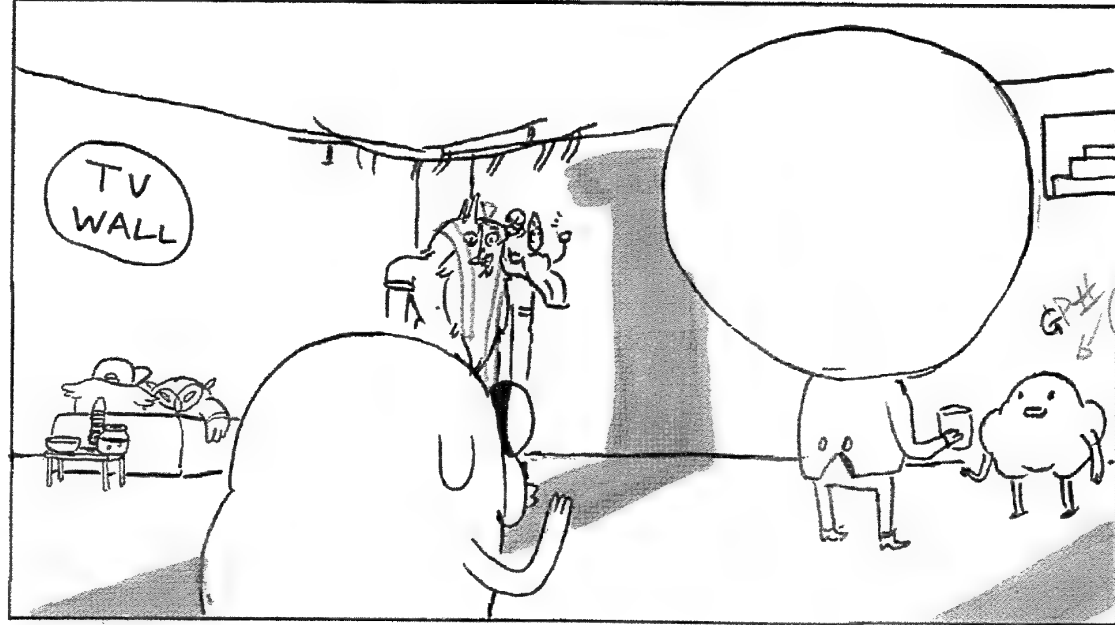
# ADVENTURE TIME



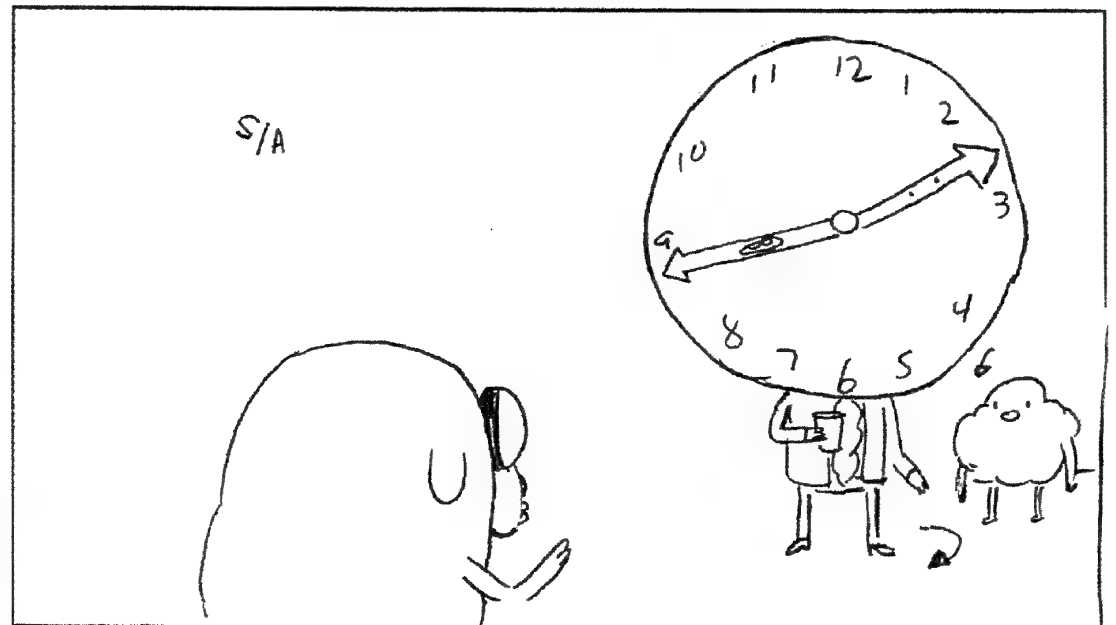
REVISED  
11-13-13

Page 40  
day night

Sc. 34 Pnl. A Bg. day night



Sc. 34 cont Pnl. B Bg. day night

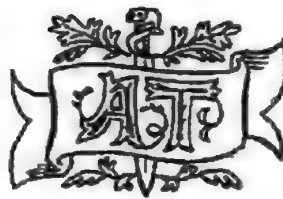


Dialog:	<u>SFX: FLASH</u>	
Action:	<u>- 666G snaps picture</u>	<u>- clockface turns around</u>
Timing:	NOV 04 2013	

EPISODE #

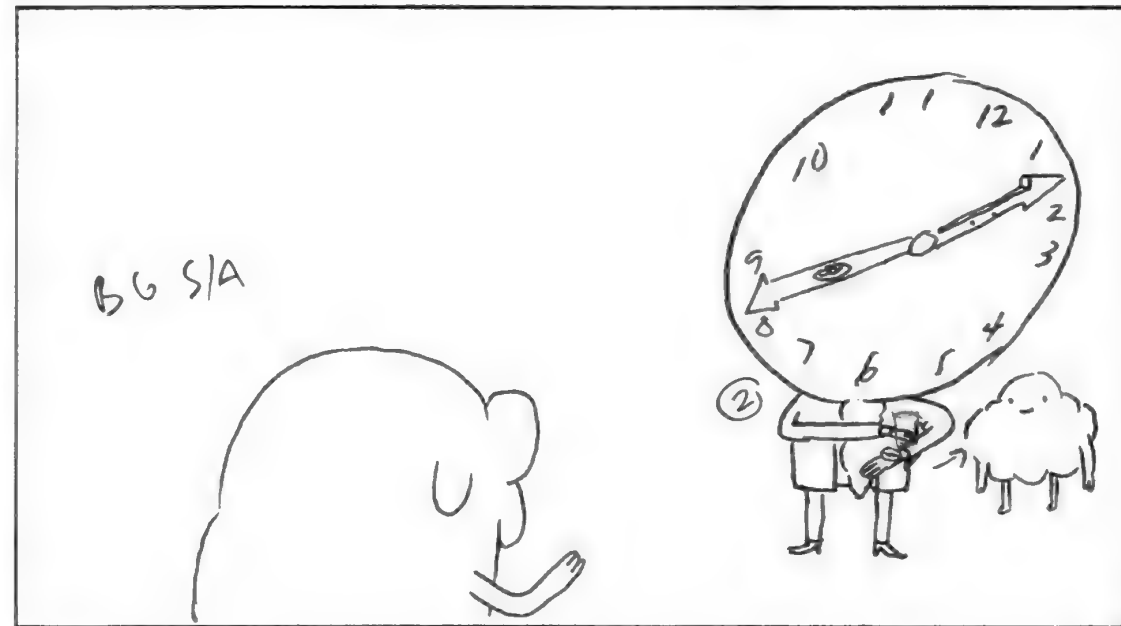
Production :

# ADVENTURE TIME

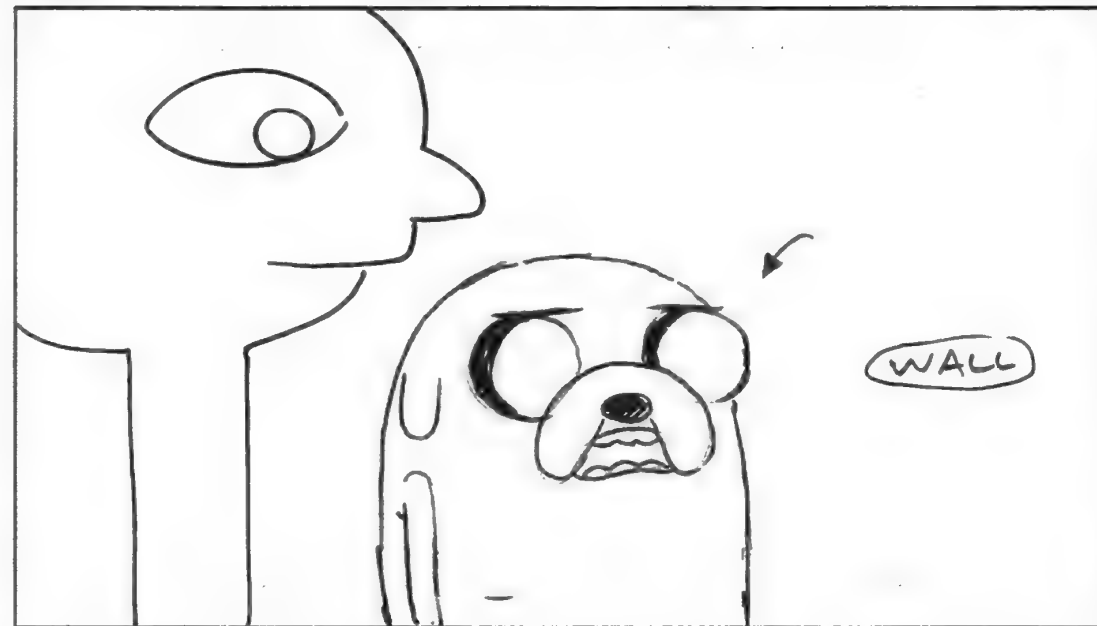


Page 41

Sc. 34 cont Pnl. C Bg. day night



Sc. 35 Pnl. A Bg. day night



Dialog:	(CF) IT'S 12:30	(J) OH, BOO TO THAT.
Action:	- CF LOOKS at watch	
Timing:		



NOV 04 2013

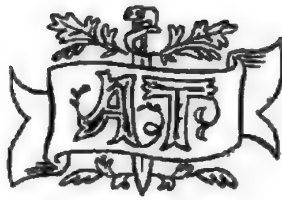
EPISODE # 1025-166

1025/166

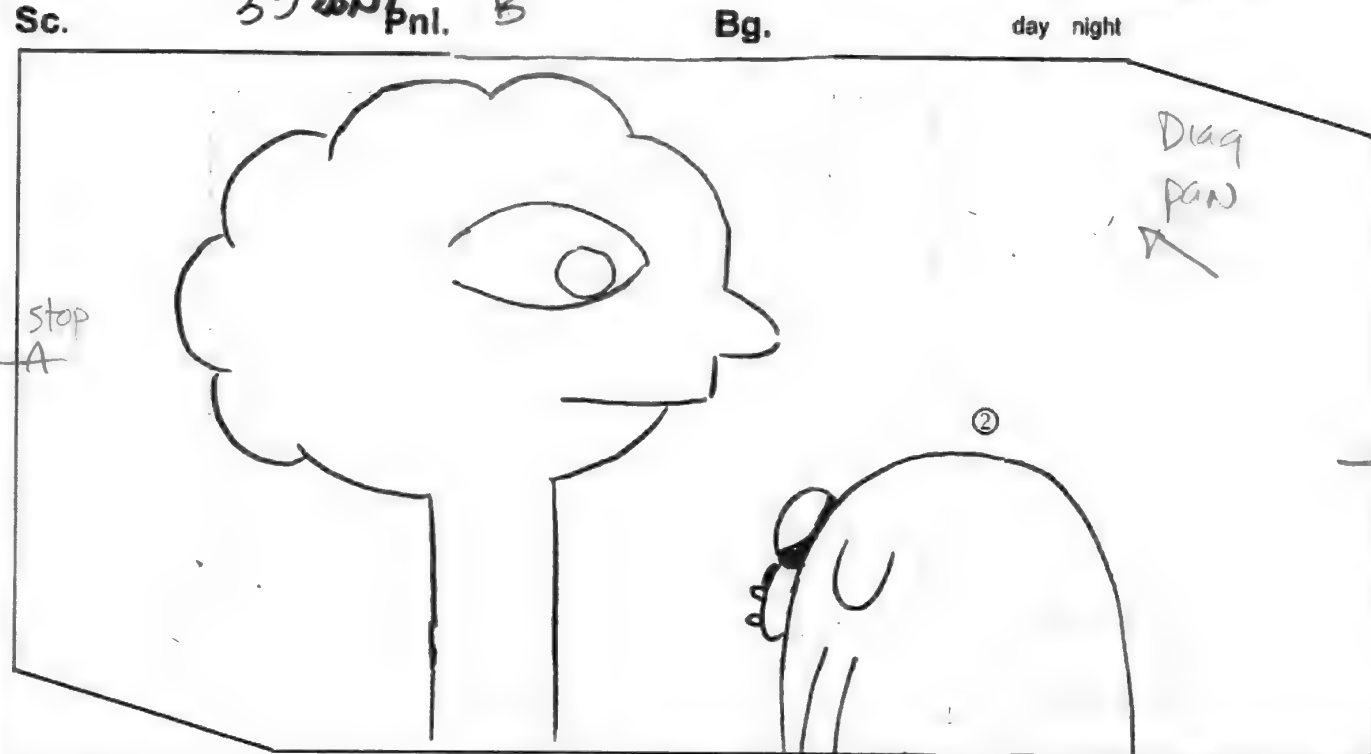
Production :

1025/166

# ADVENTURE TIME



HAU  
CUT



Dialog:	(J) YO PRISMO, I GOTTA GET HOME BEFORE FINN REALIZES I'M NOT HOME He gets worried if I stay out too long.	
Action:	- J. TURNS - ADJ W/ JAKE.	NOV 04 2013
Timing:		

EPISODE # 1025-166

1025/166

Production :

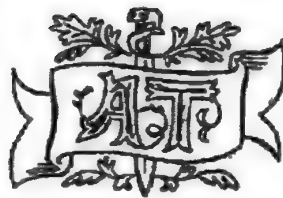
1025/166

1025/166



Handwritten initials: "H" and "C" with a checkmark.

# ADVENTURE TIME



Sc.

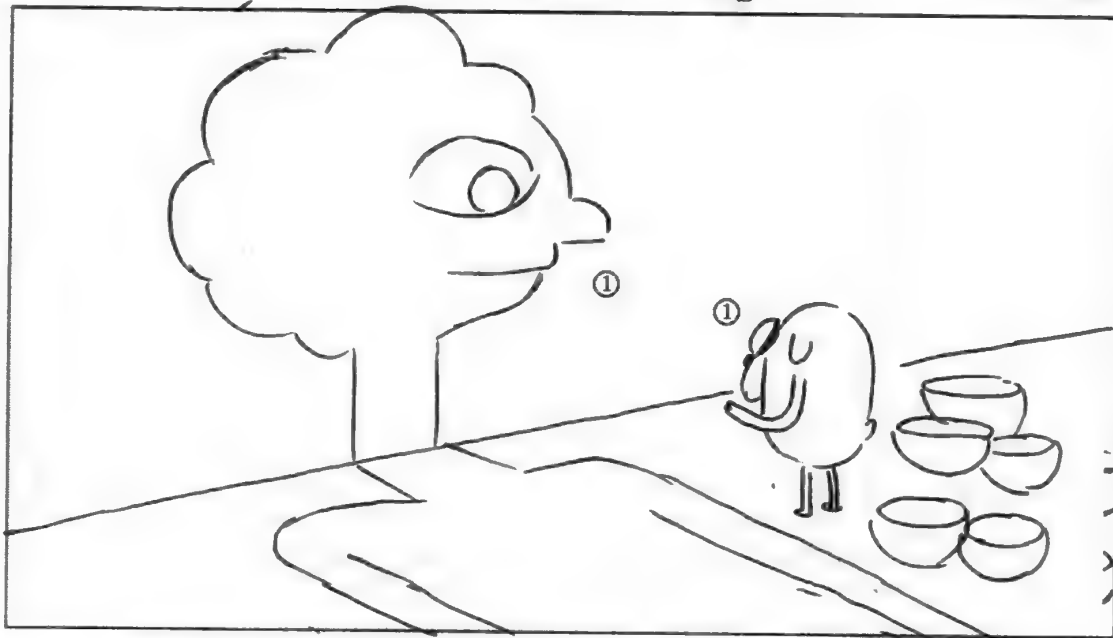
36

Pnl.

A

Bg.

day night



Sc.

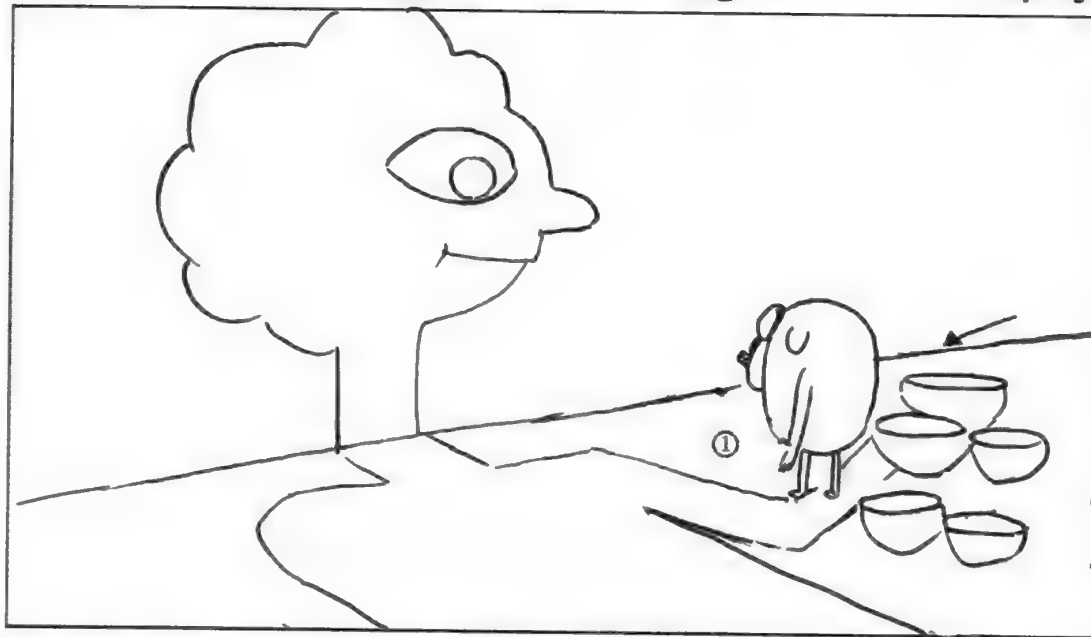
36 cont

Pnl.

B

Bg.

day night

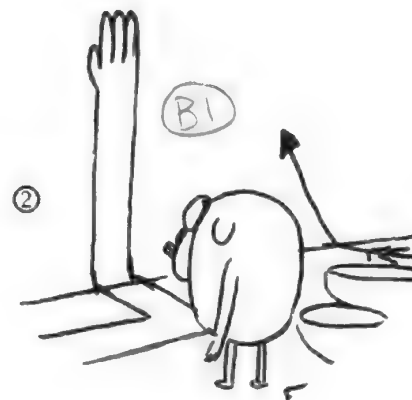
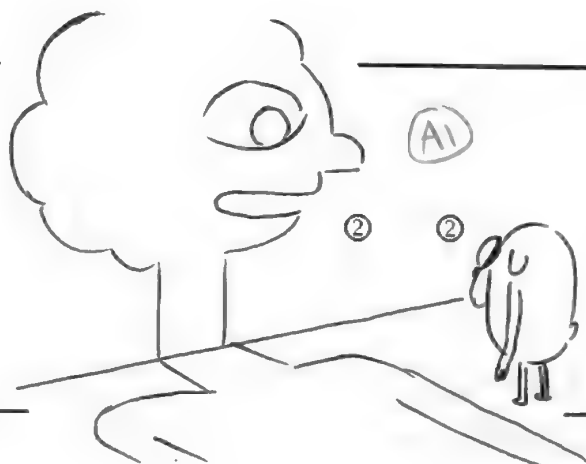


Dialog:

P/ Alright later dude.

Action:

Timing:



NOV 04 2013

Production :

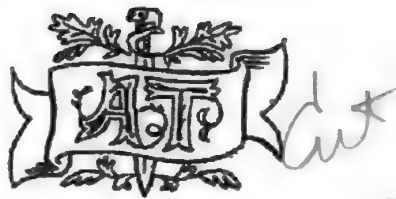
EPISODE #

1025-166

1025/166

1025/166

# ADVENTURE TIME



Sc.

36 cont Pnl.

C

Bg.

day night

Sc.

37

Pnl.

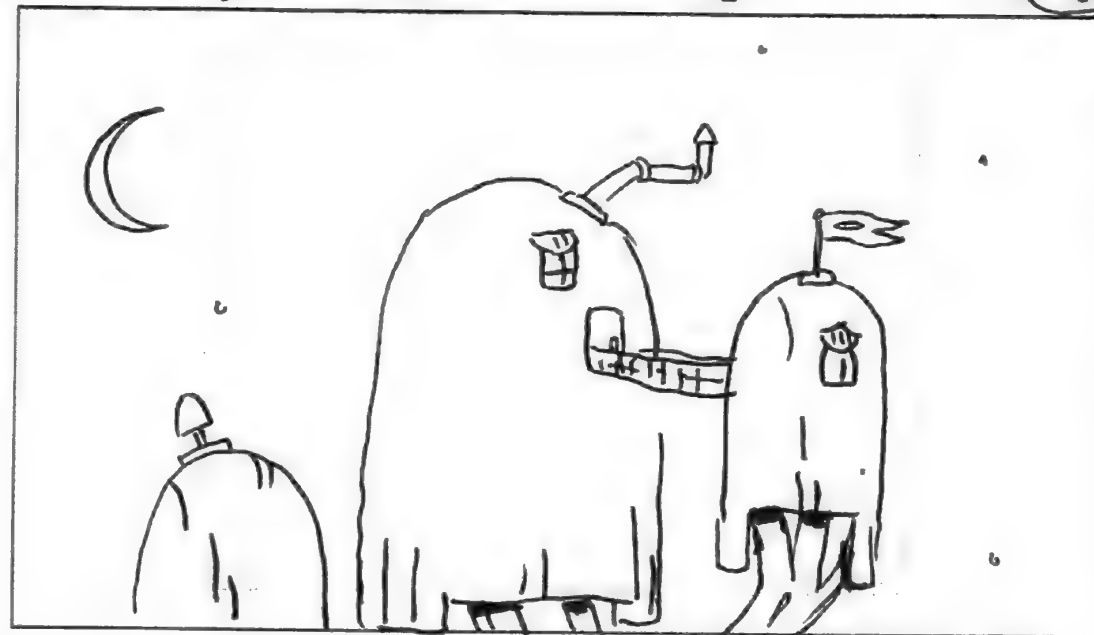
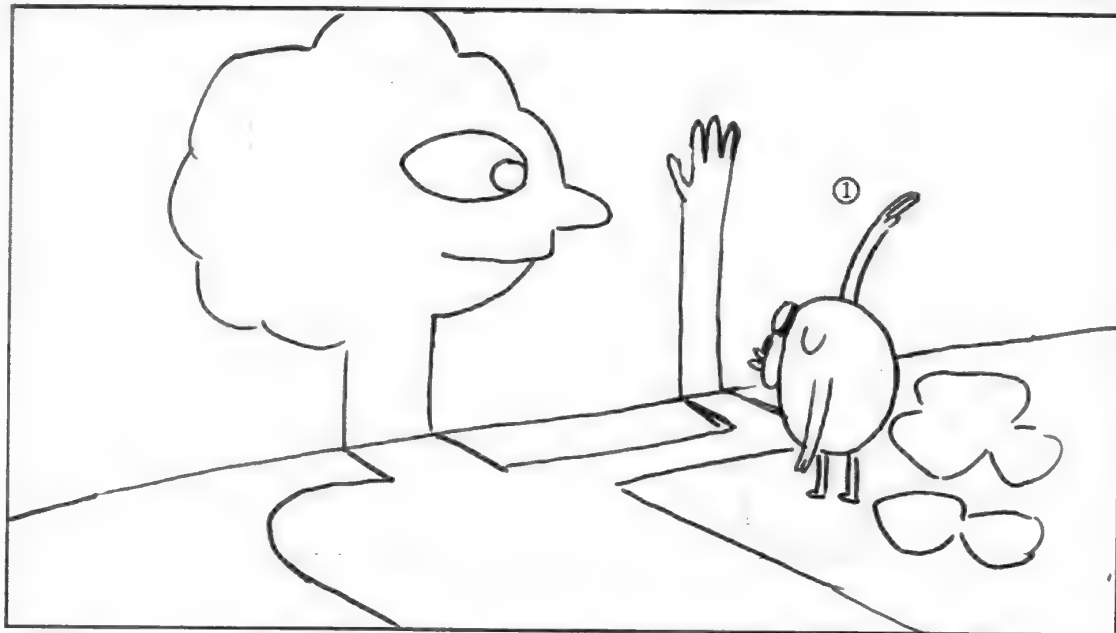
A

Bg.

Page

44

day night



Dialog:

(J) LATUHS.  
SFX (SLAP)

Action:

-Take high-fives Prismo)

TREE HOUSE NIGHT

Timing:

NOV 04 2013



EPISODE #

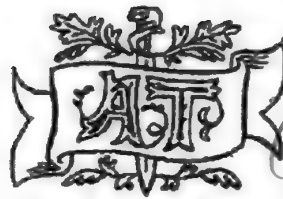
1025-166

1025/166

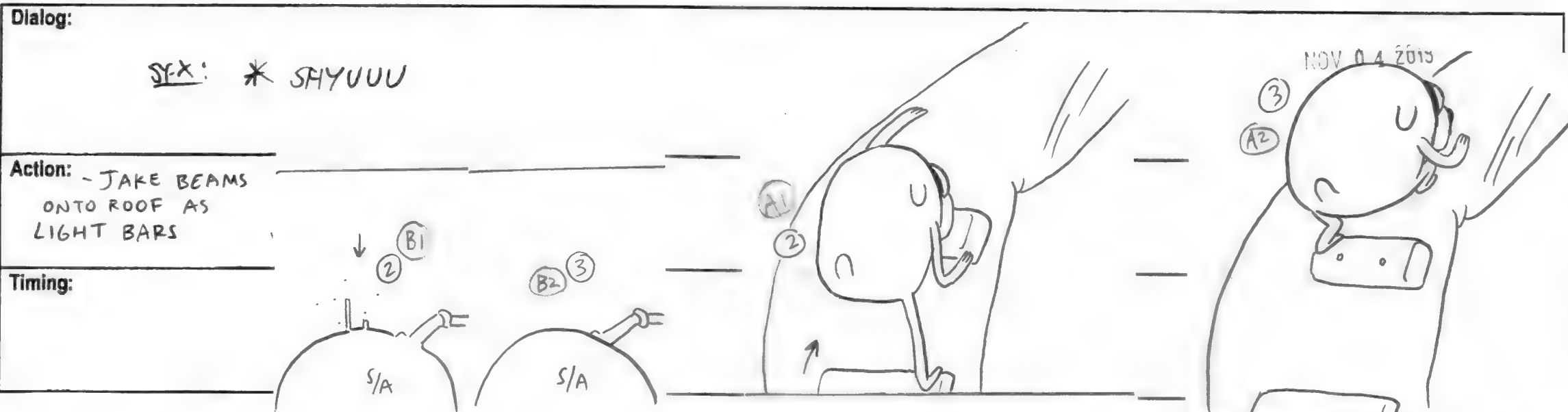
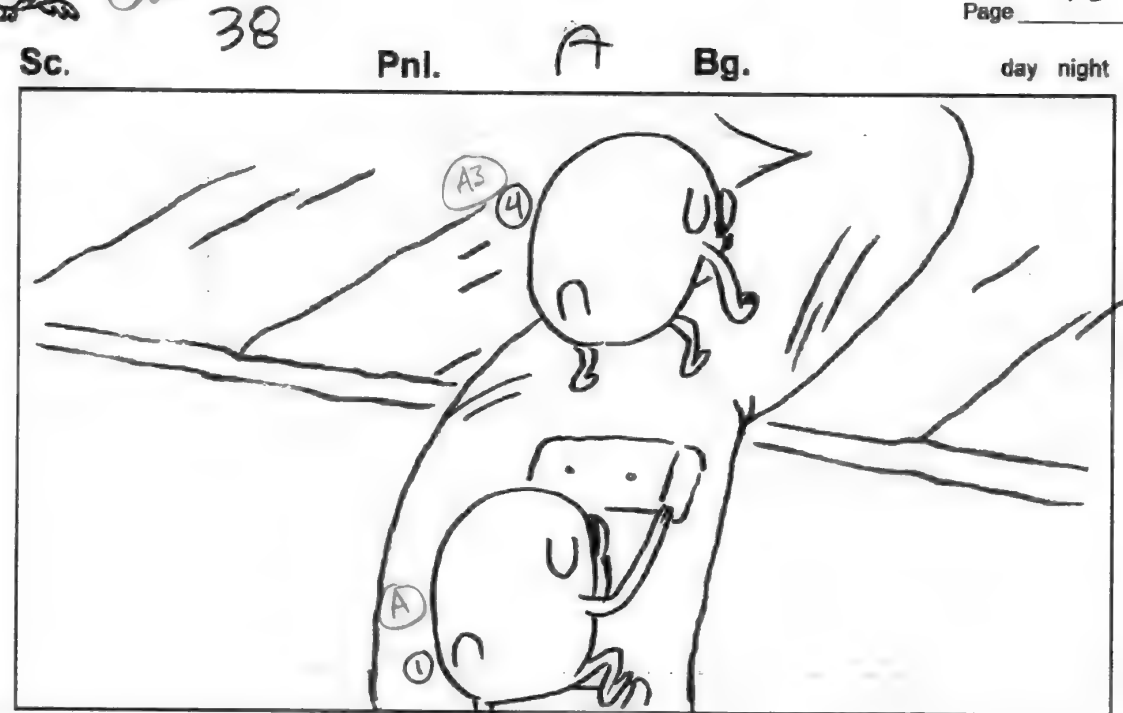
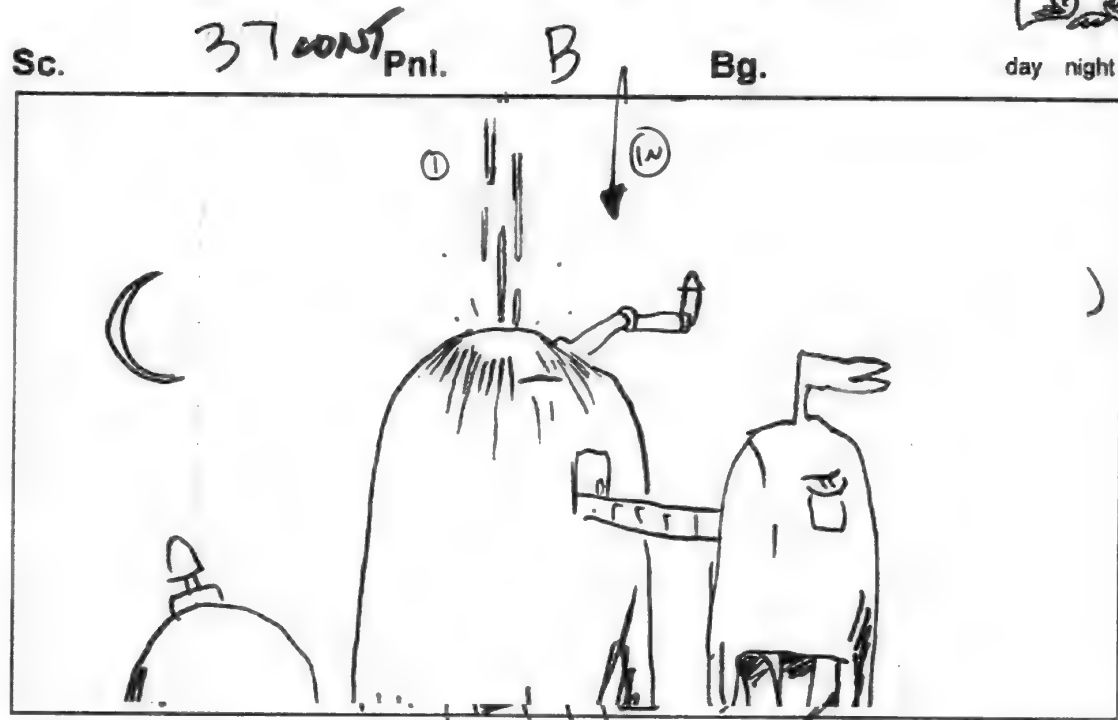
Production :

1025/166

# ADVENTURE TIME



Page 45

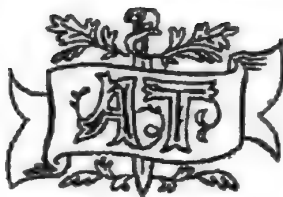


EPISODE # 1025-166

Production :

1025/166

# ADVENTURE TIME



Page 46

day night

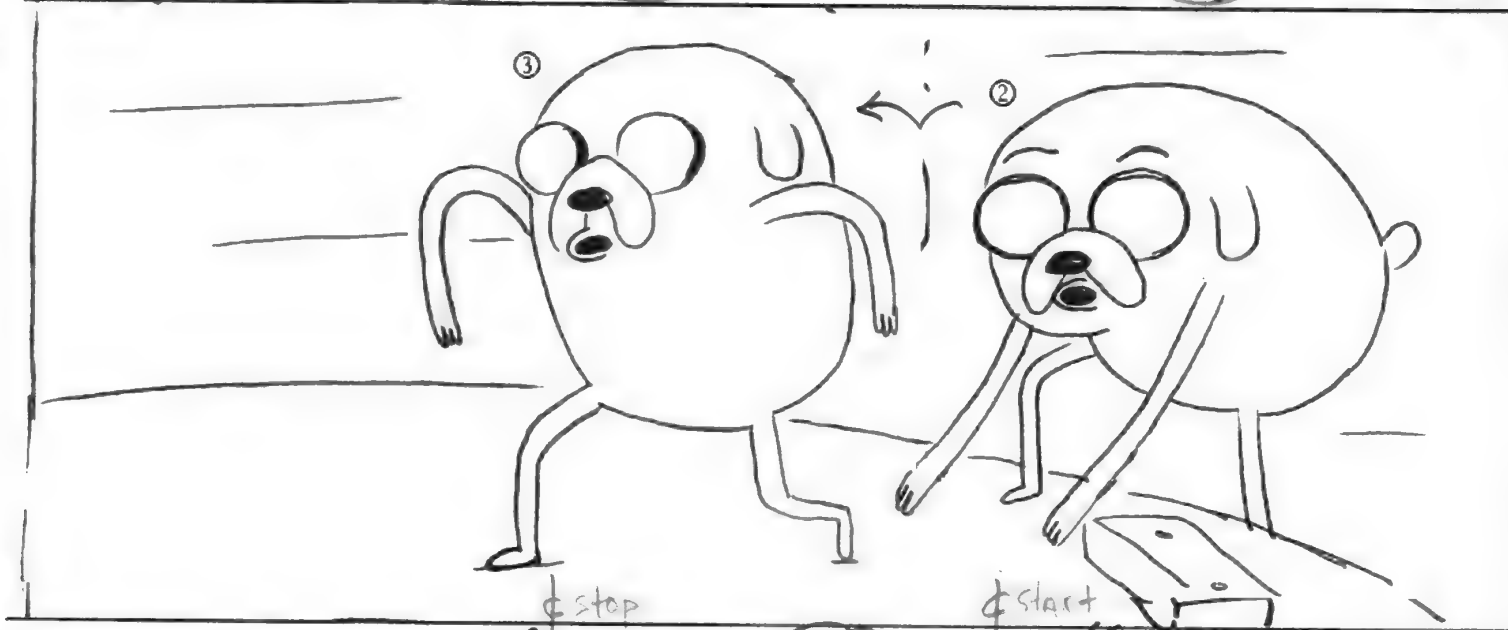
Sc 39

B

Bg. A

Hu  
Cut

Hu  
Cut



PAN

w/ JAKE

SFX (CREAK CREAK)

Dialog:

Action:

Timing:



NOV 04 2013

EPISODE #

Production :

1025-166

1025/166

1025/166

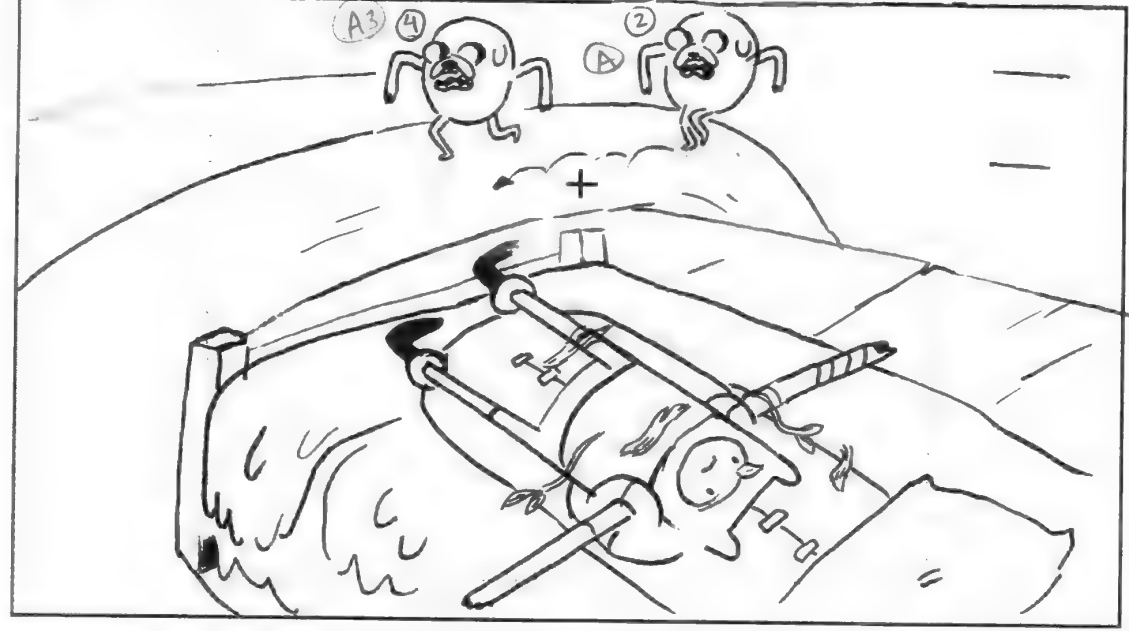
1025/166

HW  
CUT

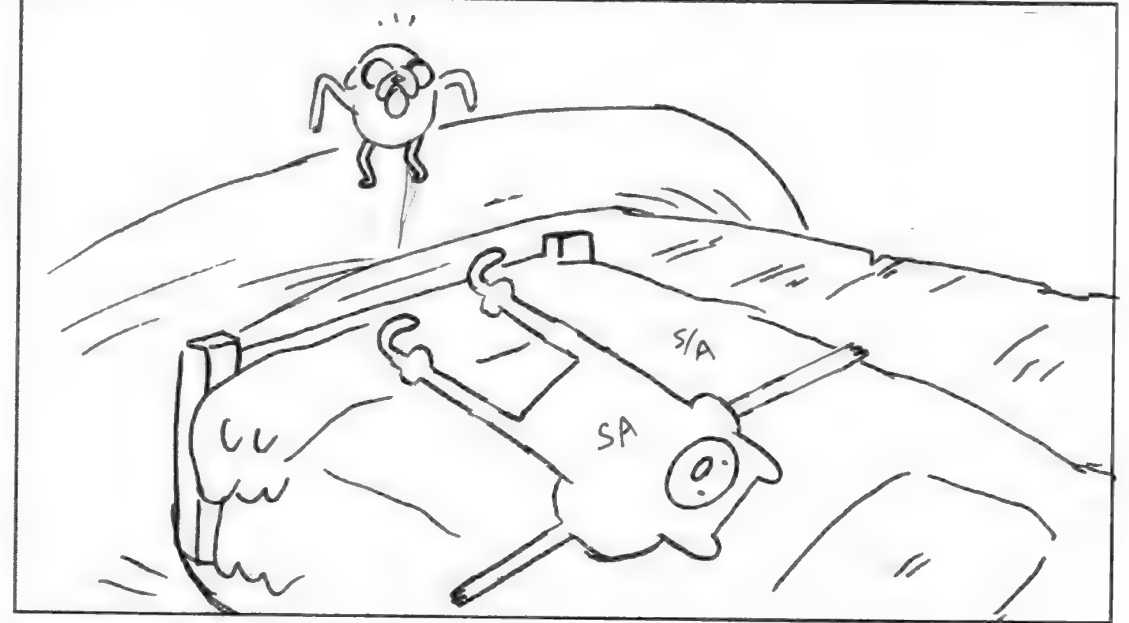
# ADVENTURE TIME



Sc. 40 Pnl. A Bg. day night



Sc. 40 cont Pnl. B Bg. day night



Dialog:

(F) JAKE, WHERE WERE YOU?

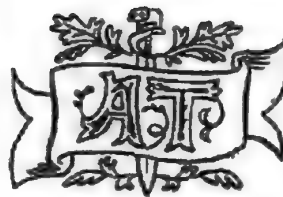
Action:

(A1) (Jake walks softly toward <sup>his</sup> bed)

Timing:

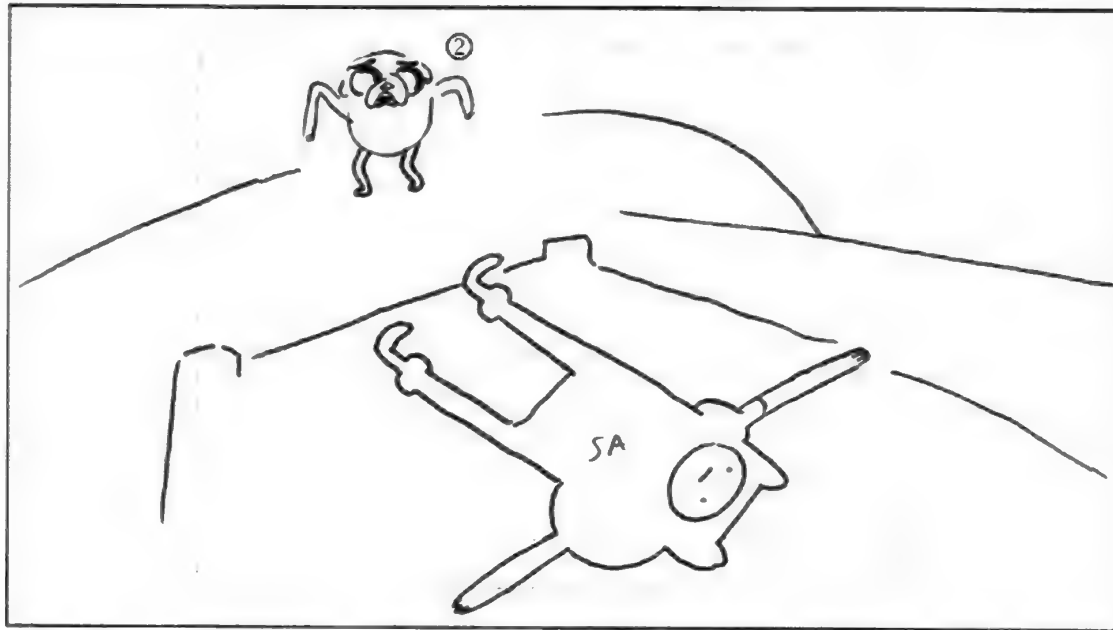
(A2) (J whips head towards FINN)

# ADVENTURE TIME

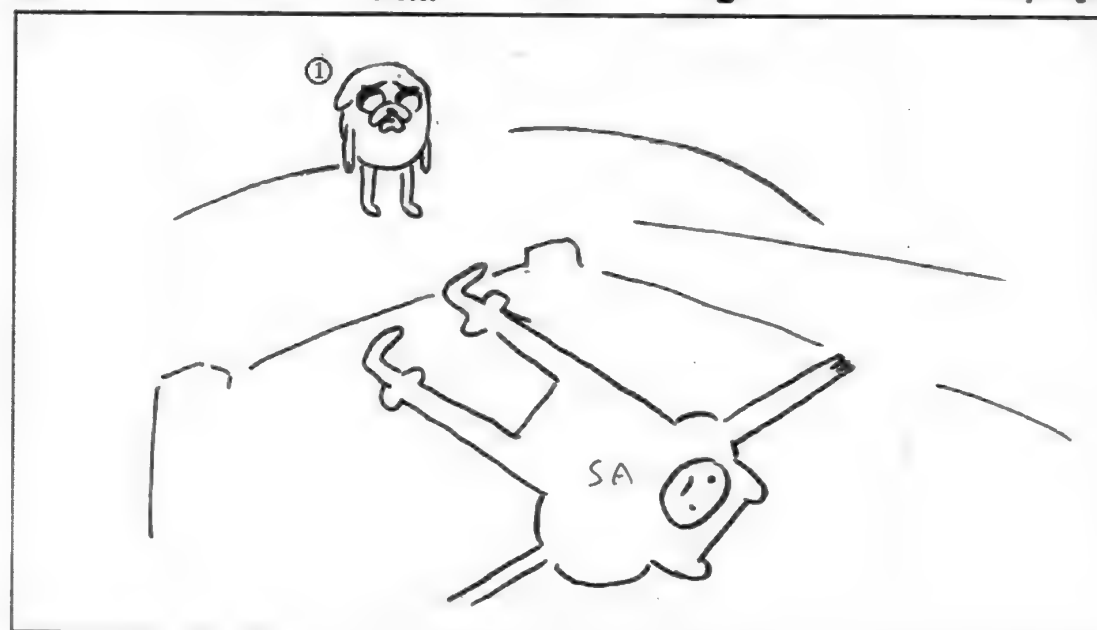


Page 48  
day night

Sc. 40 cont Pnl. C Bg. day night



Sc. 40 cont Pnl. D Bg. day night

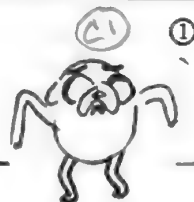


Dialog:

(5) I... was... in the...  
uh...

(5) alright man, I'm gonna come  
clean, I've been doing a  
lot of partying at Prismo's  
lately.

Action:



Timing:



NOV 04 2013

Production :

EPISODE #

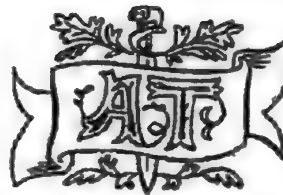
1025-166

1025/166

1025/166

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# ADVENTURE TIME

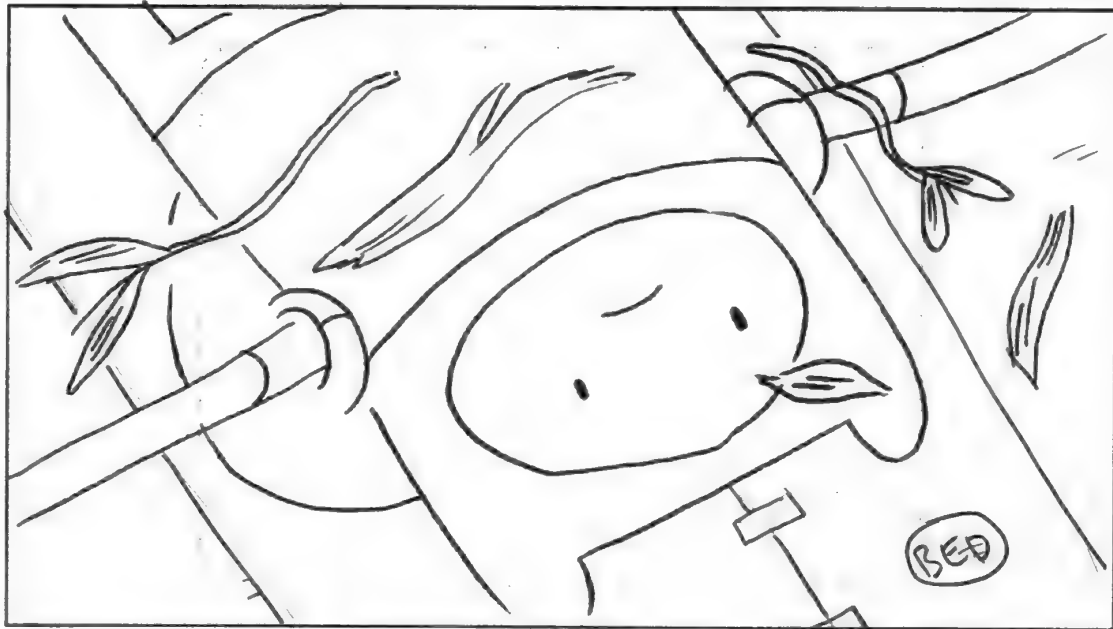


HW  
Cut

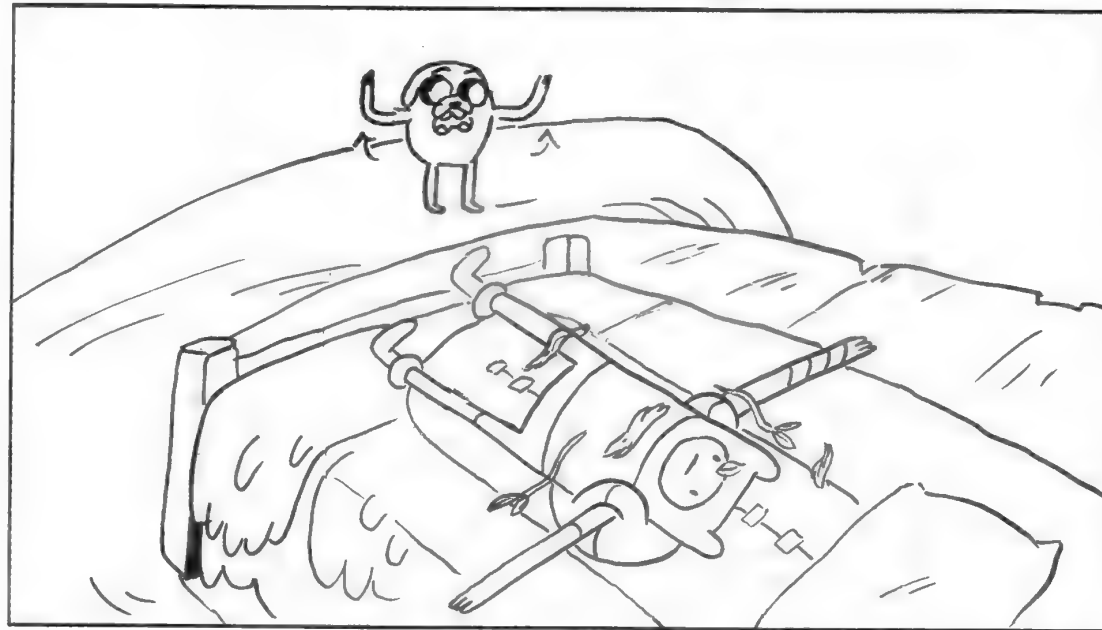
Page 49

HW  
Cut

Sc. 41 Pnl. A Bg. day night



Sc. 42 Pnl. A Bg. day night



Dialog:

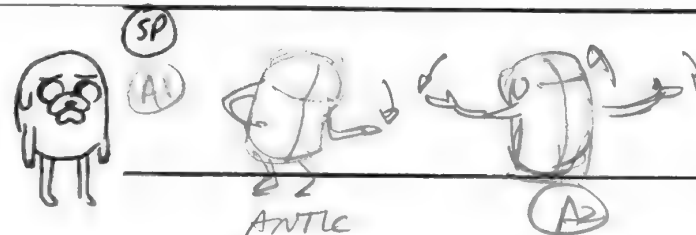
(BEAT)

(J) C'MON MAN I DON'T EVEN  
TAKE LADY UP THERE!

Action:

-FINN HAS BITS OF SEAWEED ON HIM.

Timing:



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EPISODE #

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Production :

1025/166



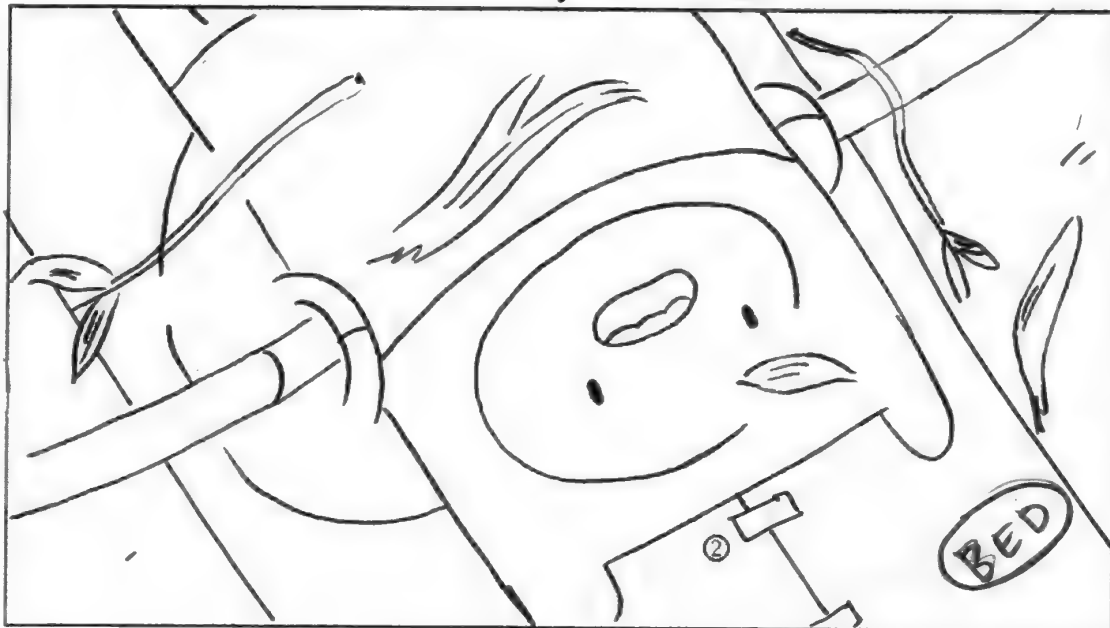
# ADVENTURE TIME



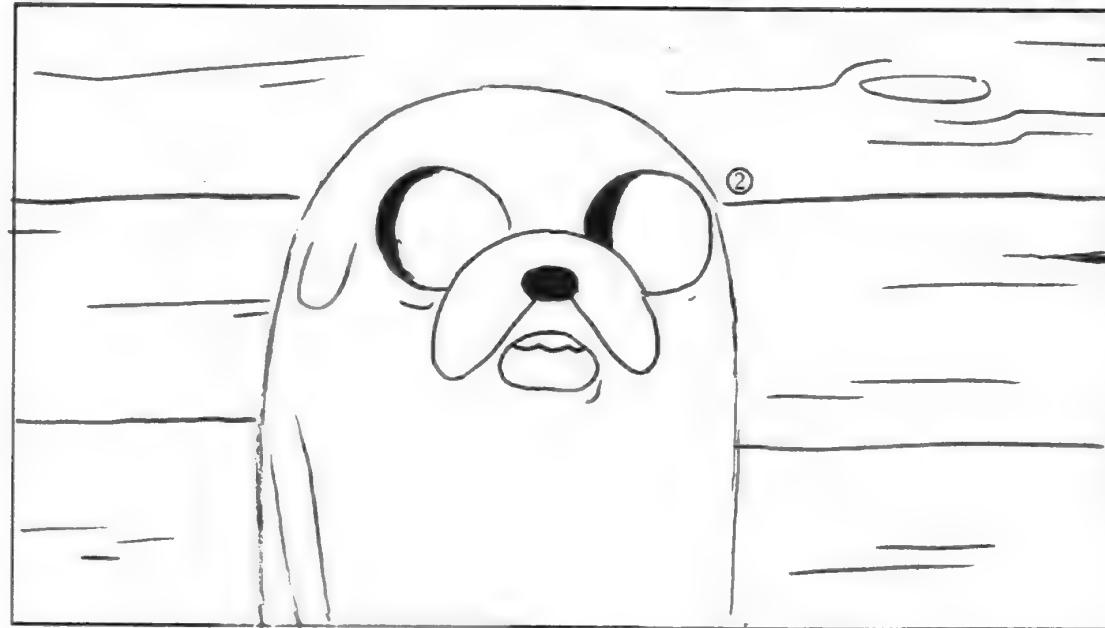
cut


Page 50

Sc. 43 Pnl. A Bg. day night



Sc. 44 Pnl. A Bg. day night



Dialog:	
(F) Dude ... I found out my human dad is still alive...	(J) Whoa, what?
Action:	
Timing:	

NOV 04 2013

Production :

EPISODE #

1025-166

1025/166

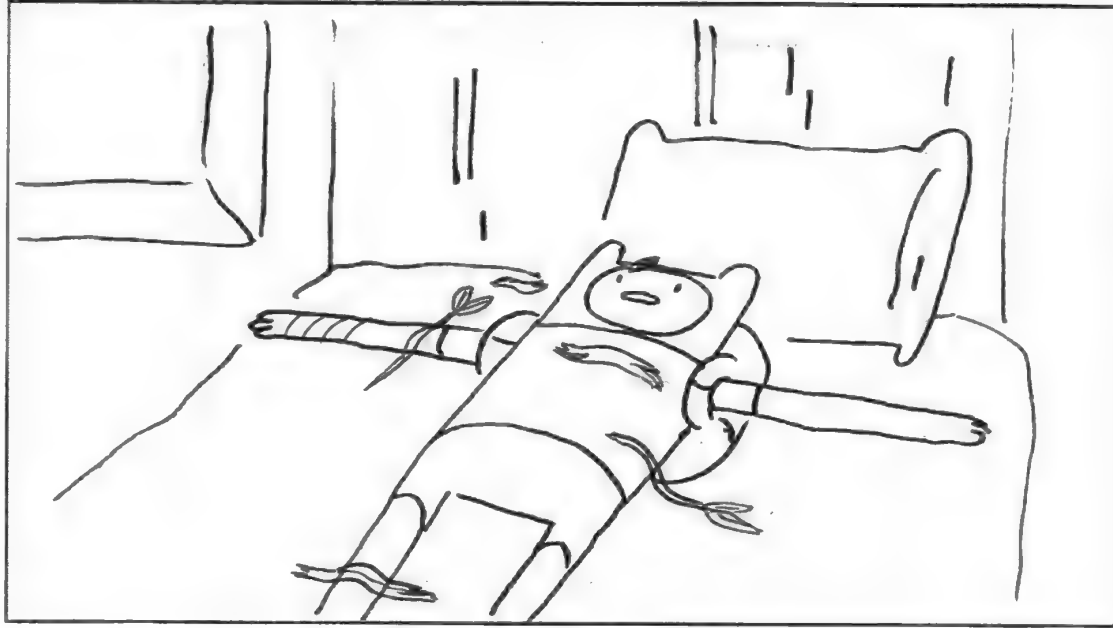
1025/166

1025/166

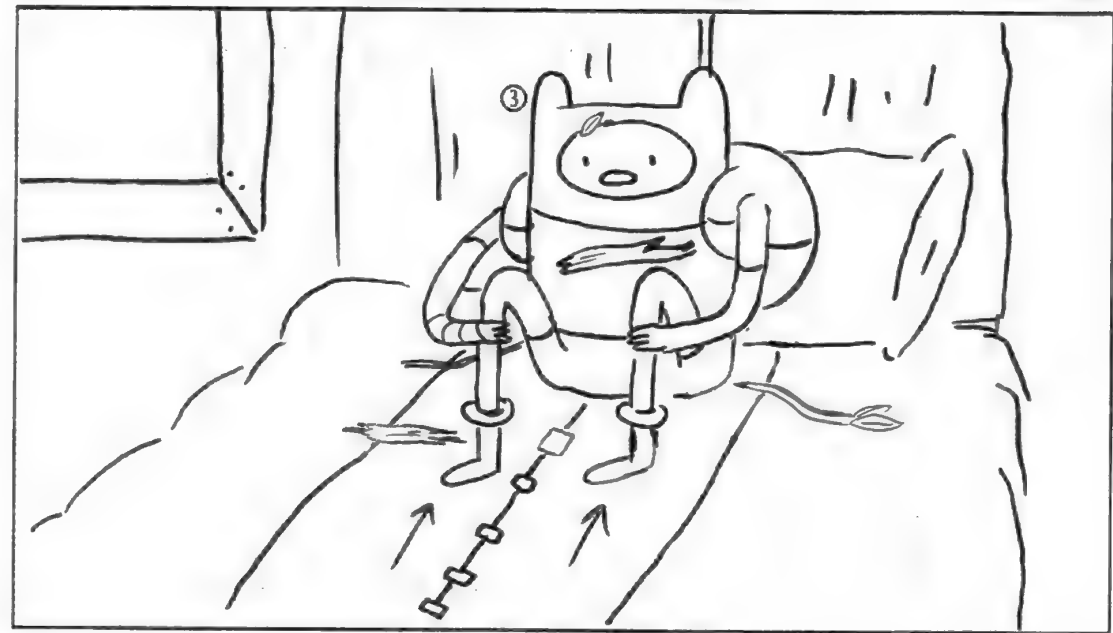
# ADVENTURE TIME



Sc. 45 Pnl. A Bg. day night



Sc. 45 <sup>CONT</sup> Pnl. B Bg. day night



Dialog:

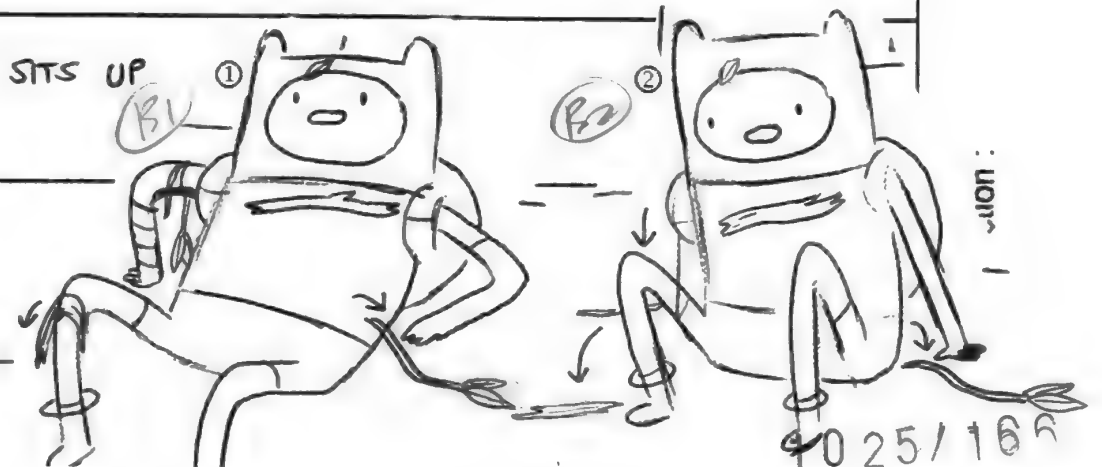
(F) He's AT SOME PLACE called the citadel.

NOV 04 2013

Action:

- FINN SITS UP

Timing:



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1025/166

1025/166

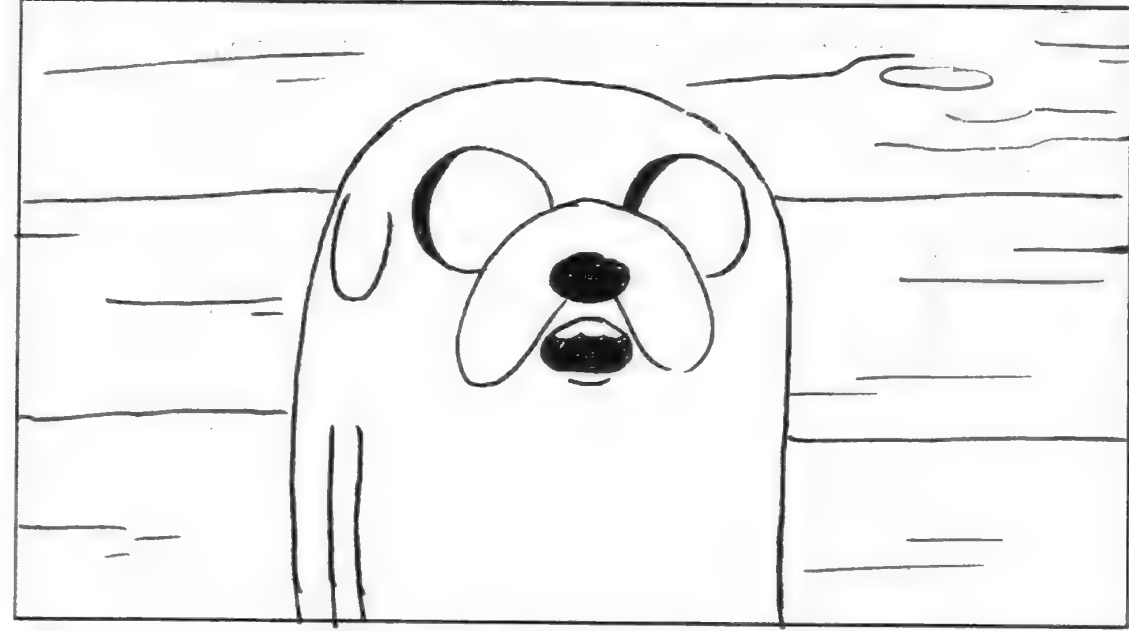
1025/166

Cut

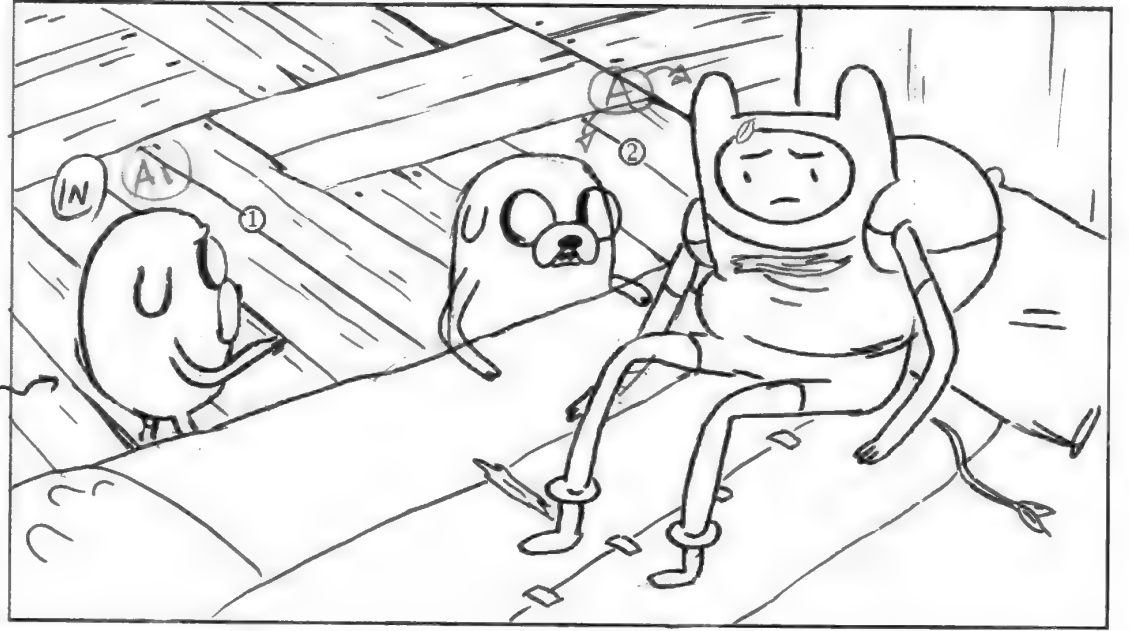
# ADVENTURE TIME



Sc. 46 Pnl. A Bg. day night



Sc. 47 Pnl. A Bg. day night



Dialog:	(J) whoq.
Action:	-J. WALKS ON/S.
Timing:	



NOV 04 2013

1025/166

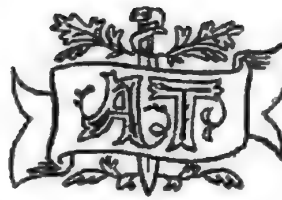
EPISODE # 1025-166  
1025/166

Production :

1025/166

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# ADVENTURE TIME



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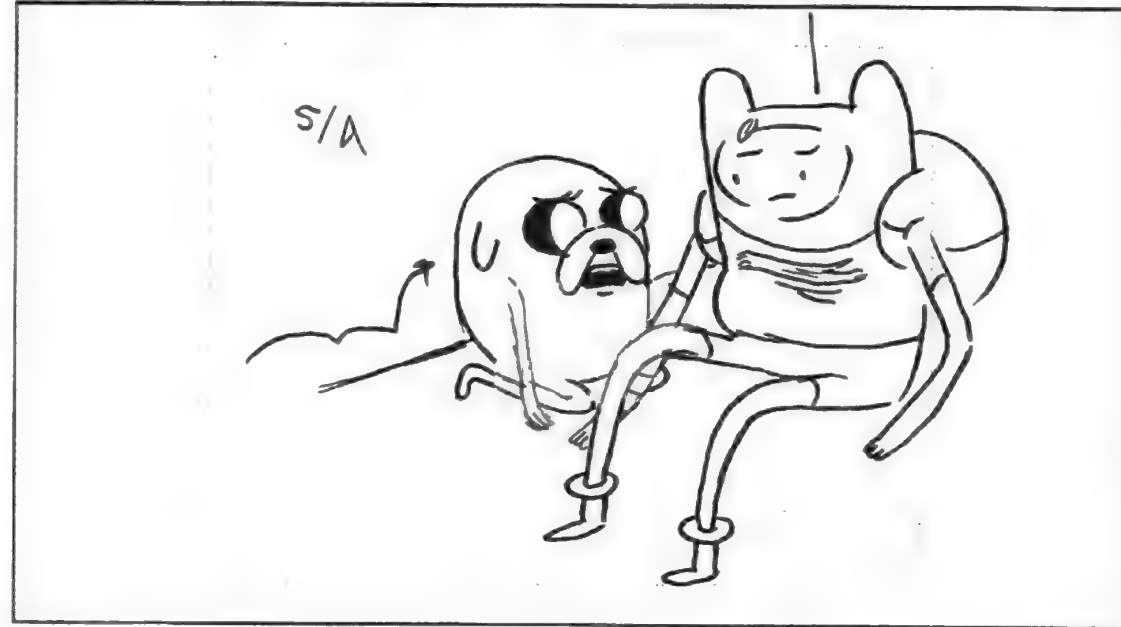
Sc.

47 cont Pnl.

B

Bg.

day night



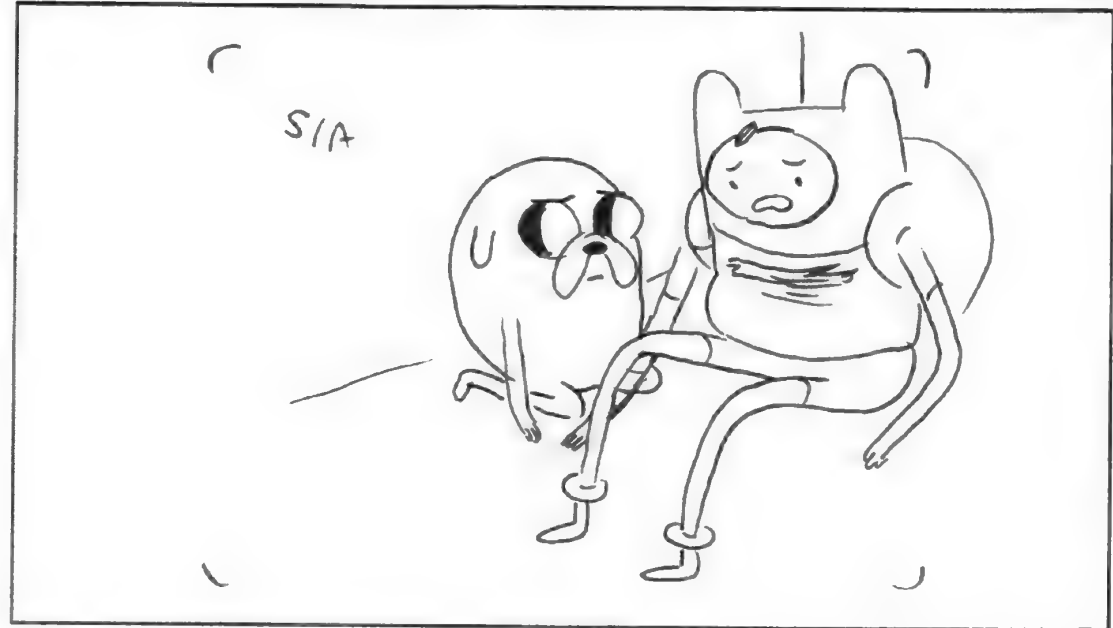
Sc.

47 cont Pnl.

C

Bg.

day night



Dialog:

(5) are... are you gonna go  
see him... ?

Action:

- J. GETS UP ON BED NEXT TO FINN.

Timing:

(F) I dunno...

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EPISODE #

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Production :

1025/166

1025/166

1025/166

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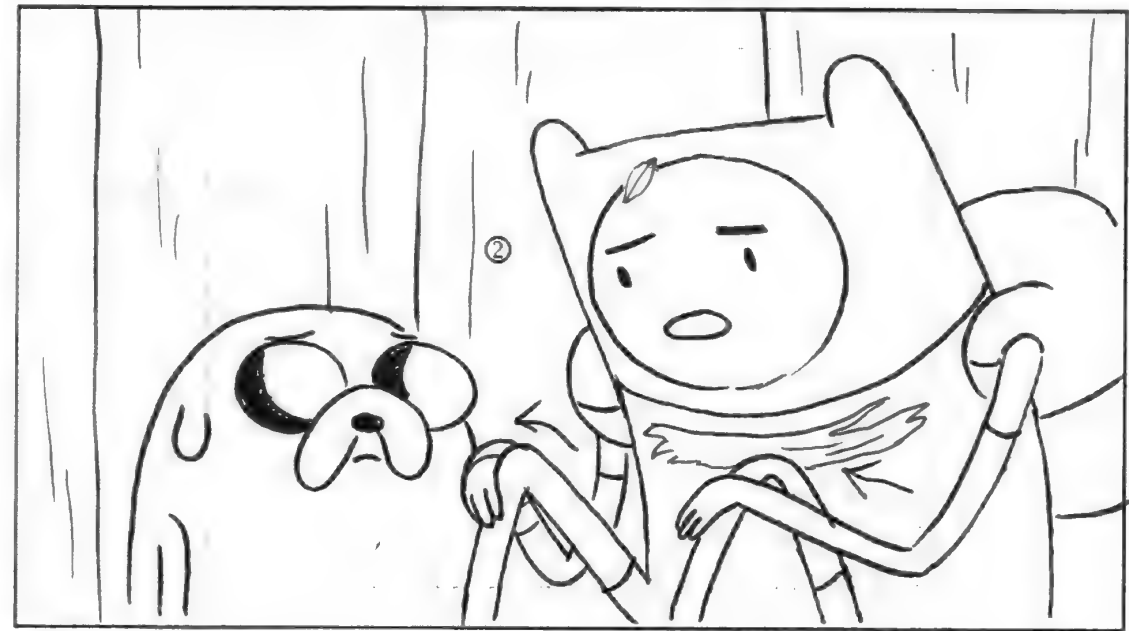
1025/166

48 cut

# ADVENTURE TIME



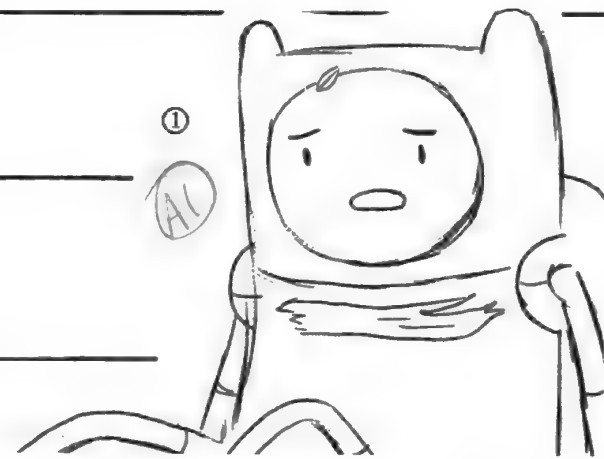
Sc. 48 Pnl. A Bg. day night



Sc. 48 cont Pnl. B Bg. day night



Dialog:	F/ Maybe I shouldn't. Maybe there's a good reason he didn't raise me...	LIKE ⓕ HE was probably captured by thieves and kept a slave for years...
Action:		
Timing:	Ⓛ AI	NOV 04 2013



1025-166

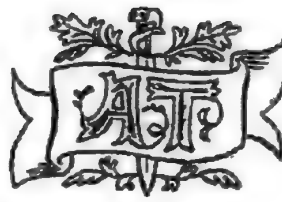
EPISODE #

1025/166

Production :

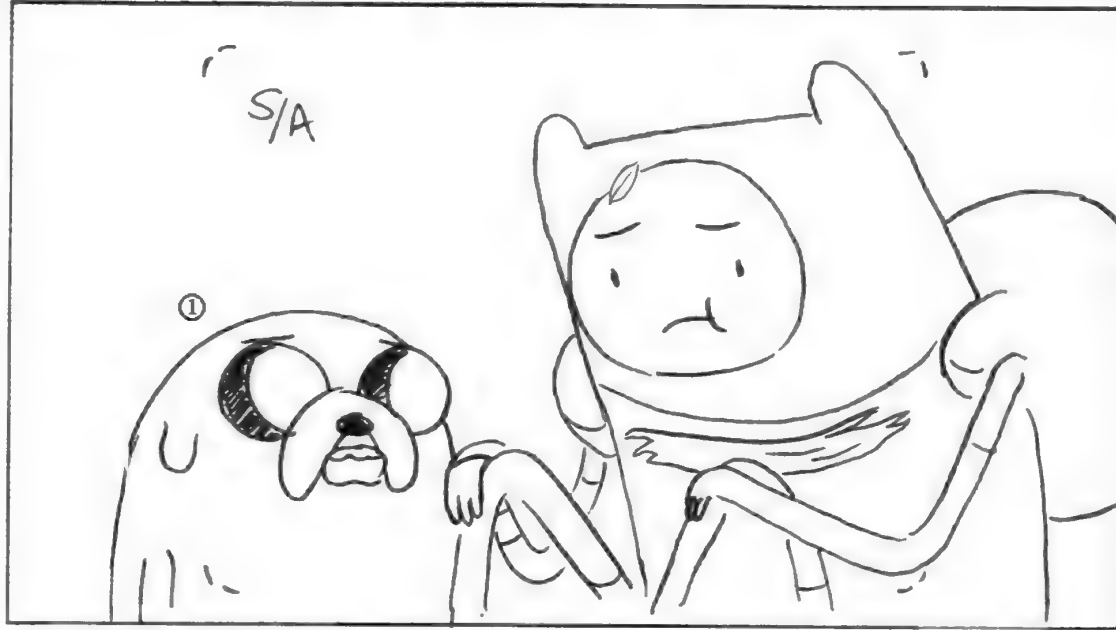
1025/166

# ADVENTURE TIME

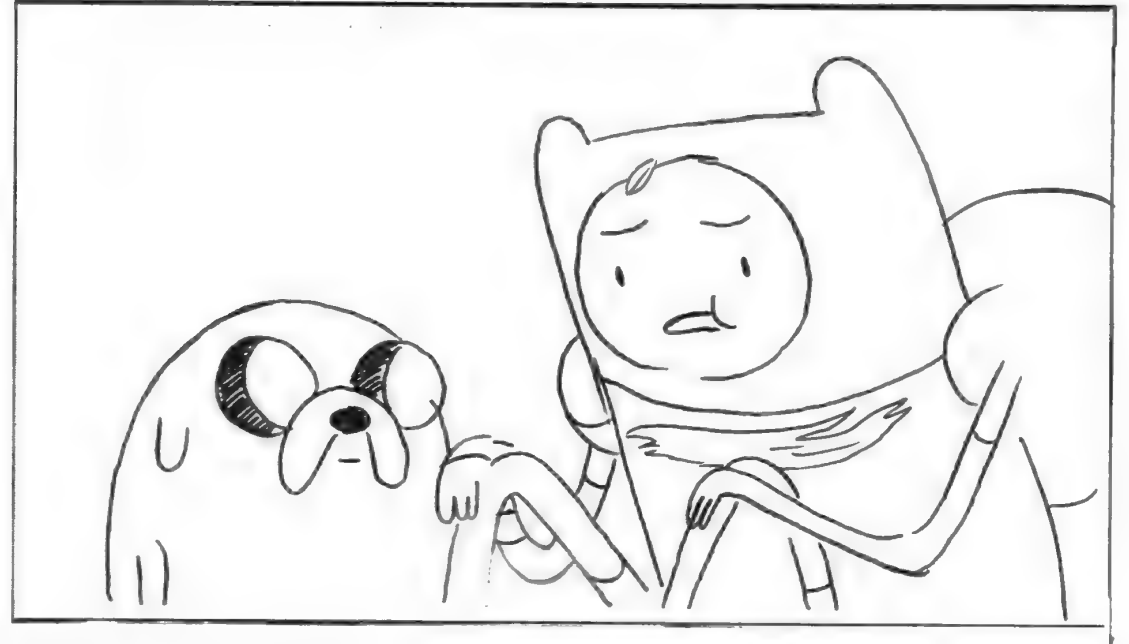


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Sc. 48 CONT Pnl. C Bg. day night



Sc. 48 CONT Pnl. D Bg. day night



Dialog:

(E) Yeah, maybe he was ambushed in the wild and hid you so you wouldn't be captured, too.

(F) Yeah...

Action:

Timing:

NOV 04 2013

EPISODE #

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1025/166

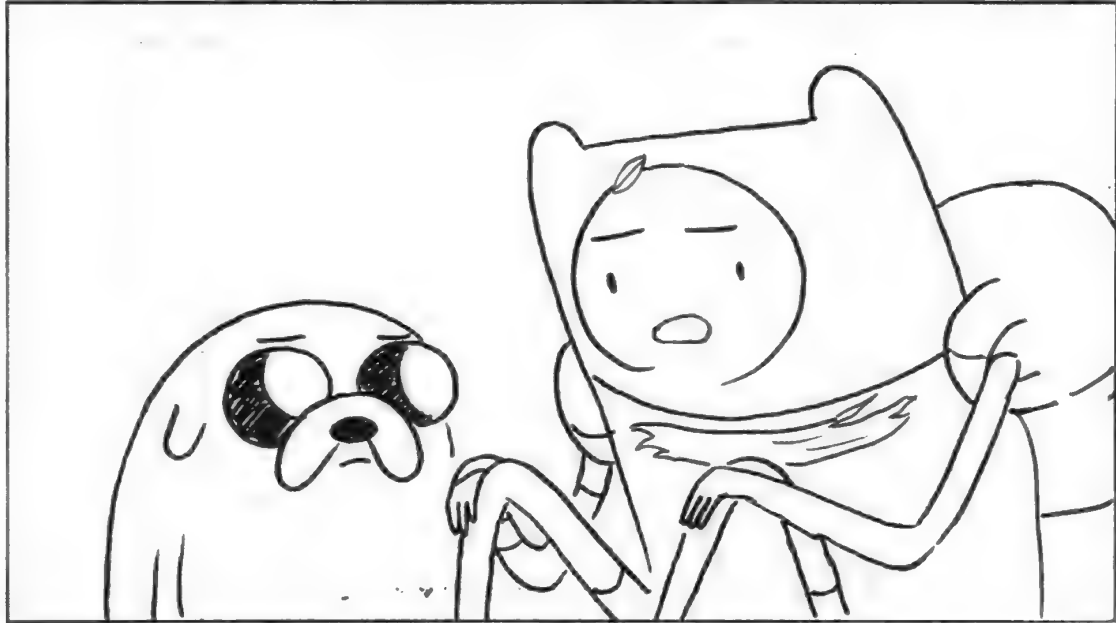
Production :

1025/166

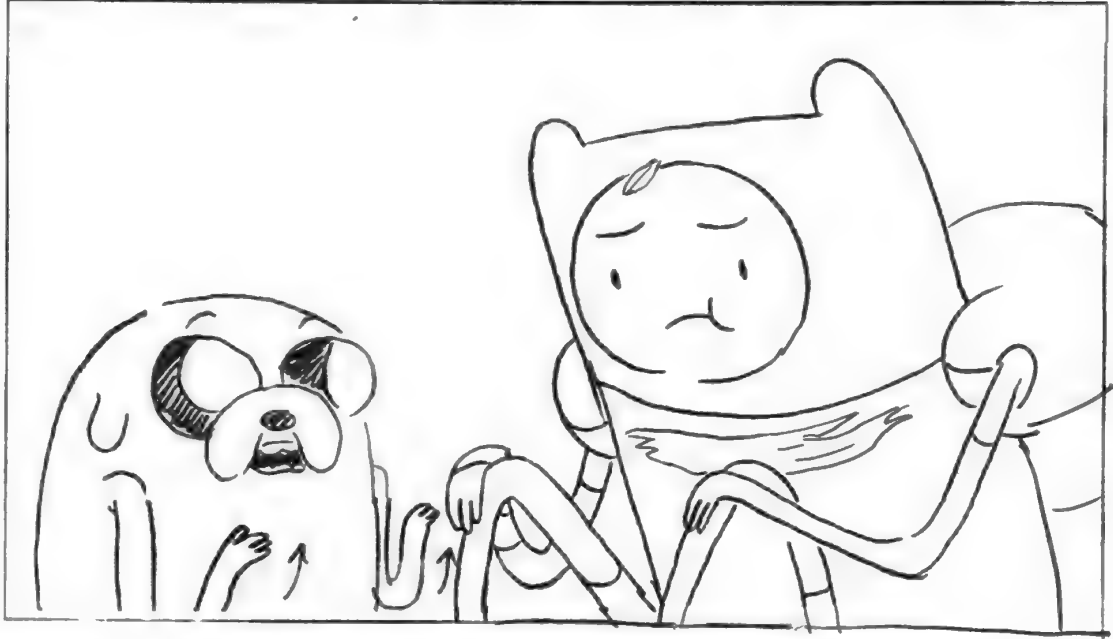
ADVENTURE TIME



Sc. 48 cont Pnl. E Bg. day night



Sc. 48 cont Pnl. F Bg. day night



Dialog:	(F) Maybe it's better not to rock the boat.	(J) BUUUUT
Action:		
Timing:		

NOV 04 2013

Production :

EPISODE #

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1025/166

1025/166



# ADVENTURE TIME



Page 57  
day night

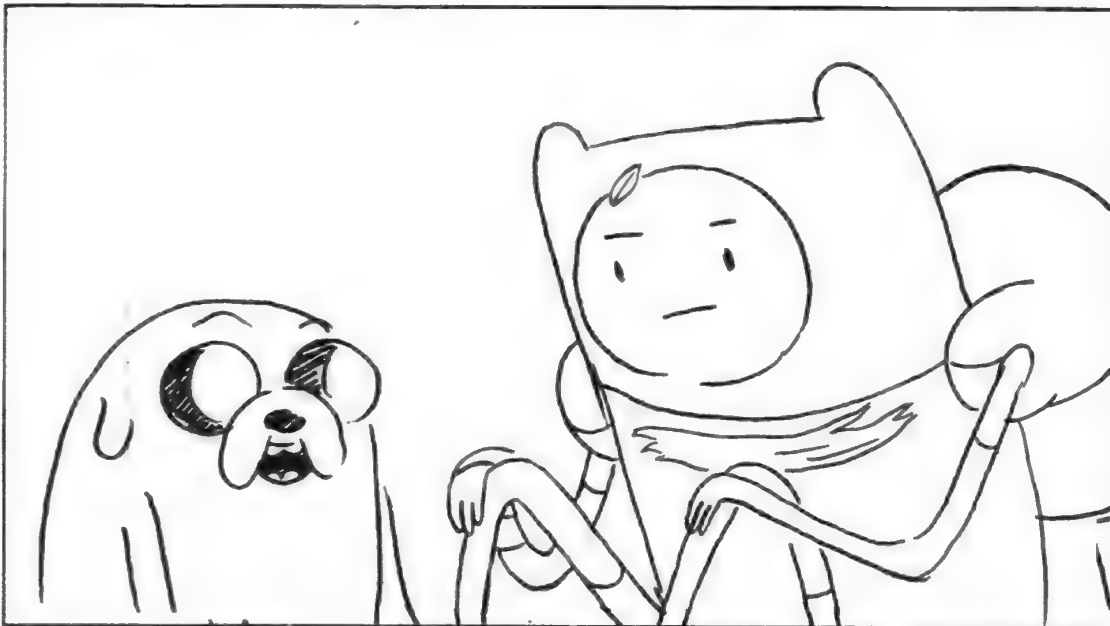
Sc.

48 *cont*  
Pnl.

G

Bg.

day night



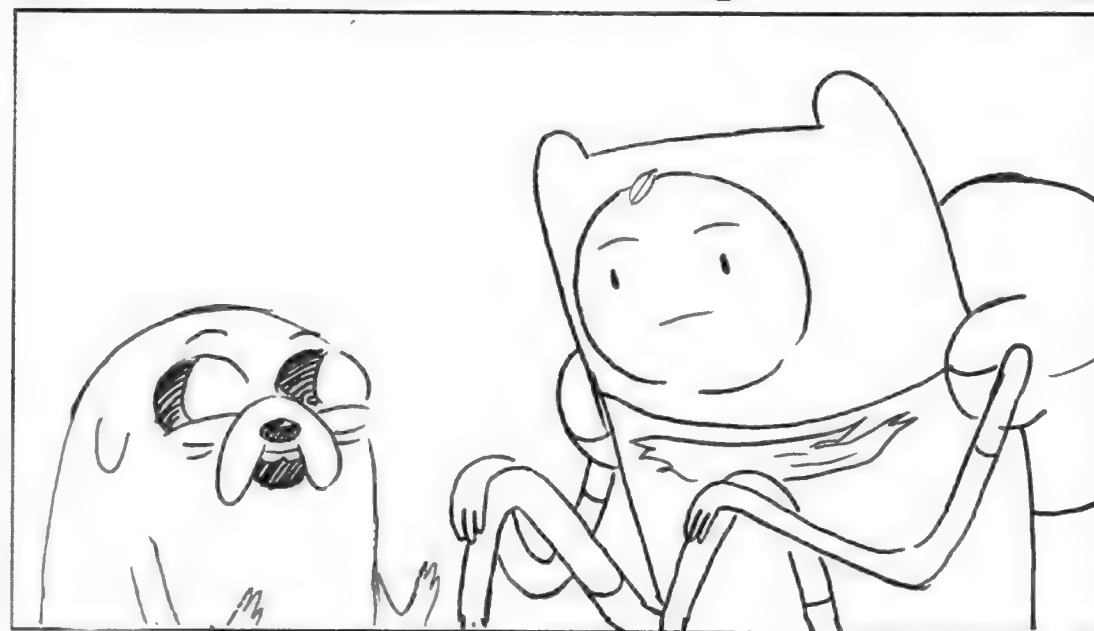
Sc.

48 *cont*  
Pnl.

H

Bg.

day night



Dialog:

(J) IT MIGHT ALSO BE  
GOOD TO FIND OUT IF YOU  
GOT ANY GENETIC RISK FACTORS

(J) OR ALLERGIES OR  
WHATEVER

Action:

NOV 04 2013

Timing:

Production :

EPISODE #

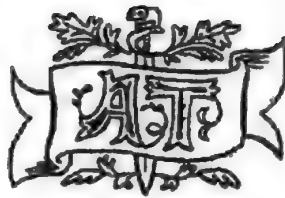
1025-166

1025/166

1025/166

1025/166

# ADVENTURE TIME



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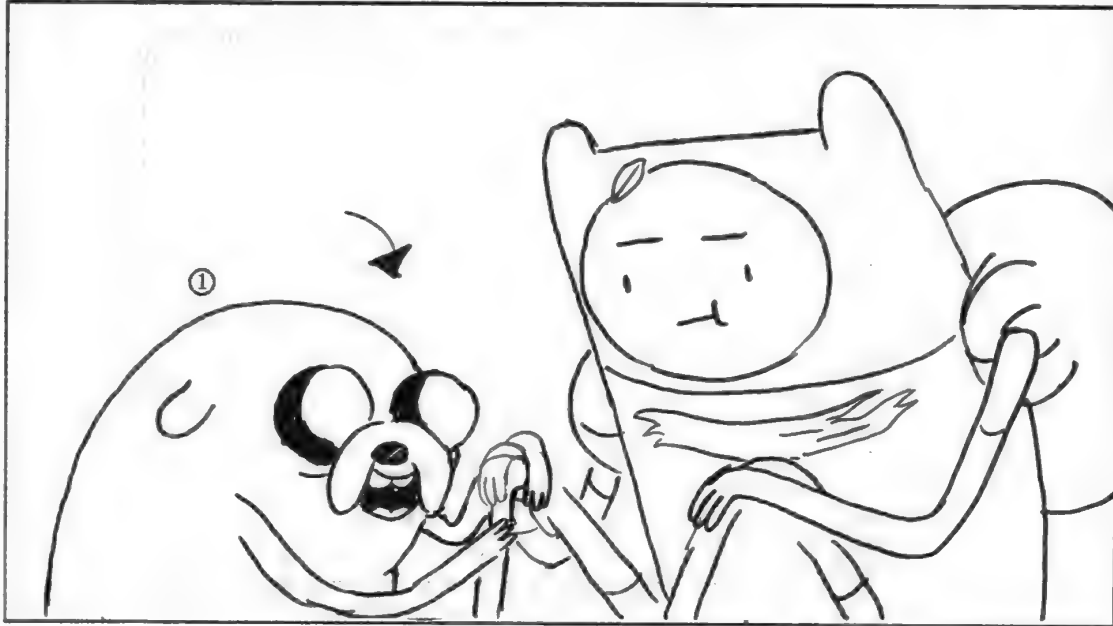
Sc.

48 *cont* Pnl. I

I

Bg.

day night



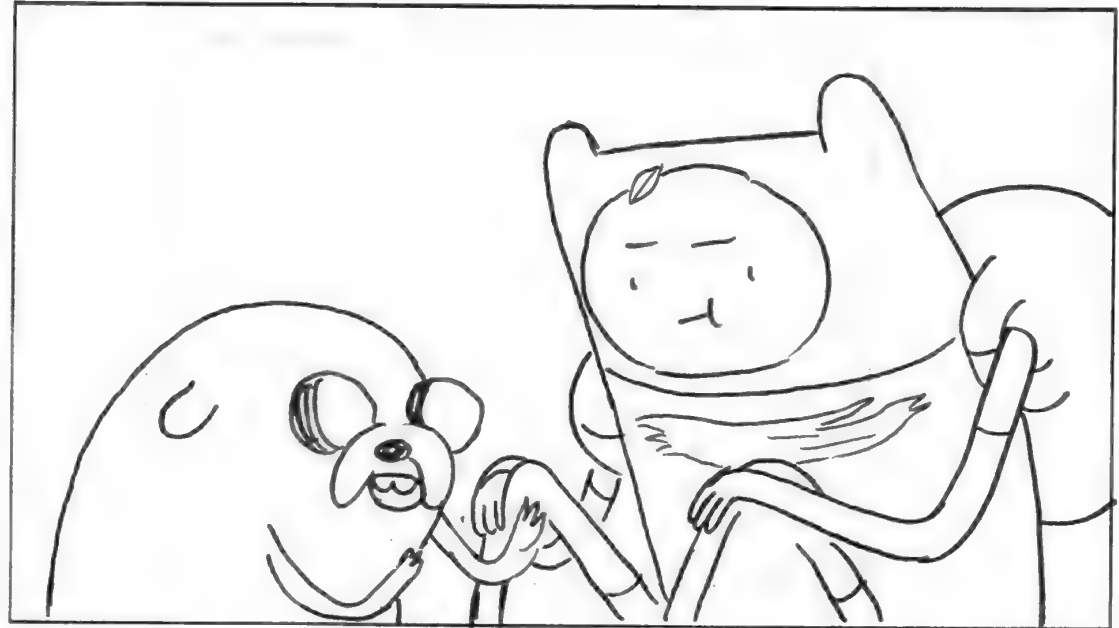
Sc.

48 *cont* Pnl. J

Pnl. J

Bg.

day night



Dialog:

⑤ plus you get to see  
what you look like as an old guy

⑥ C'MON! THAT AIN'T  
ALL THAT BAD RIGHT?

Action:



Timing:

NOV 04 2013

Production :

EPISODE #

1025-166

1025/166

1025/166

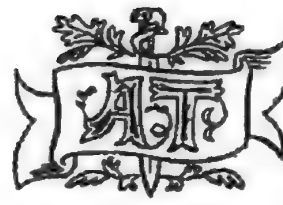
*Handwritten initials: HW, GAT*

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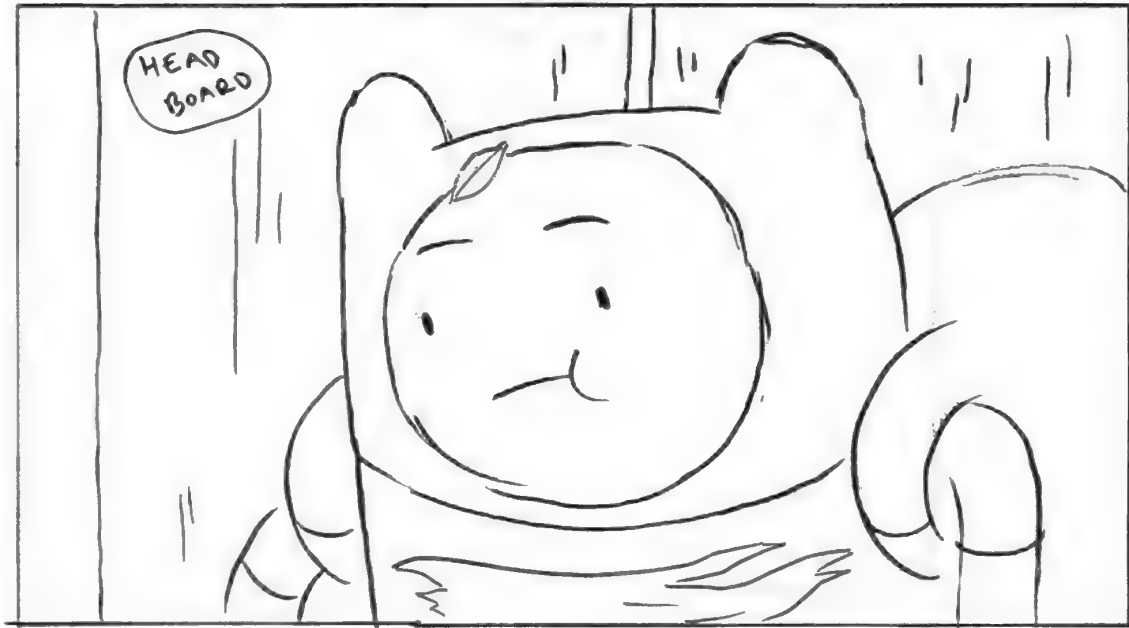
1025/166

He cut

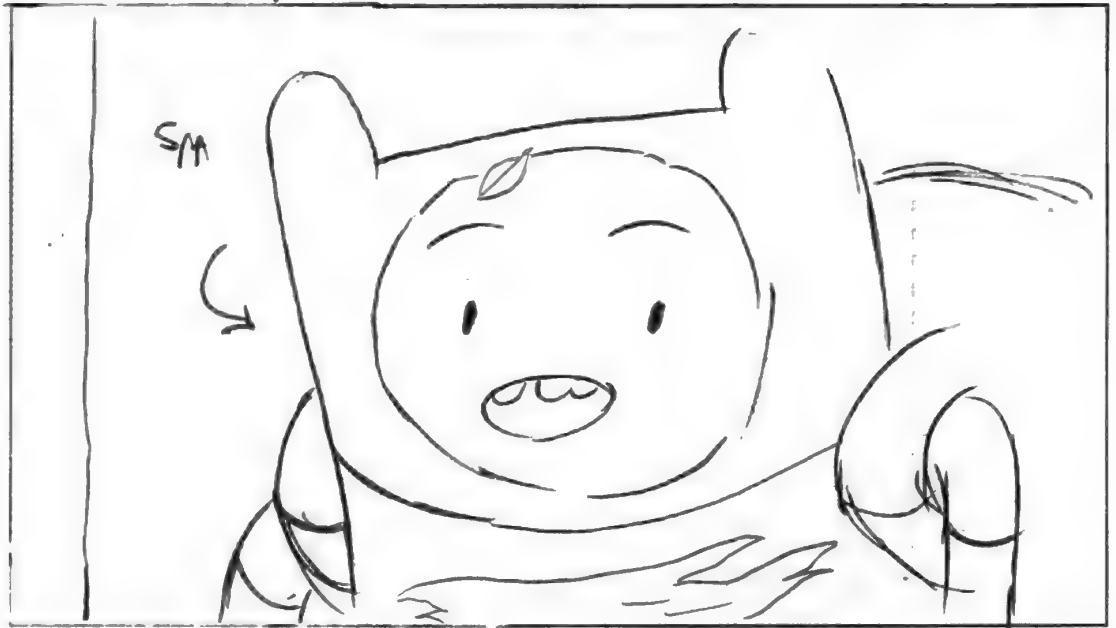
# ADVENTURE TIME



Sc. 49 Pnl. A Bg. day night



Sc. 49 cont Pnl. B Bg. day night



J (D.S.) COULD BE COOL...

(F) HEH, I GUESS IT  
WOULD BE OKAY TO  
MEET HIM.

Action:

(THINKS FOR A BEAT)

NOV 04 2013

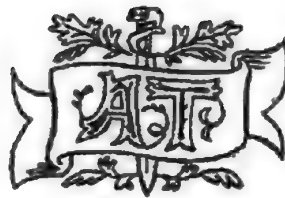
Timing:

Production :

EPISODE #

1025/166 1025-166

# ADVENTURE TIME



HY CUT

Page 60

Sc.

49 CONT Pnl.

C

Bg.

day night

Sc.

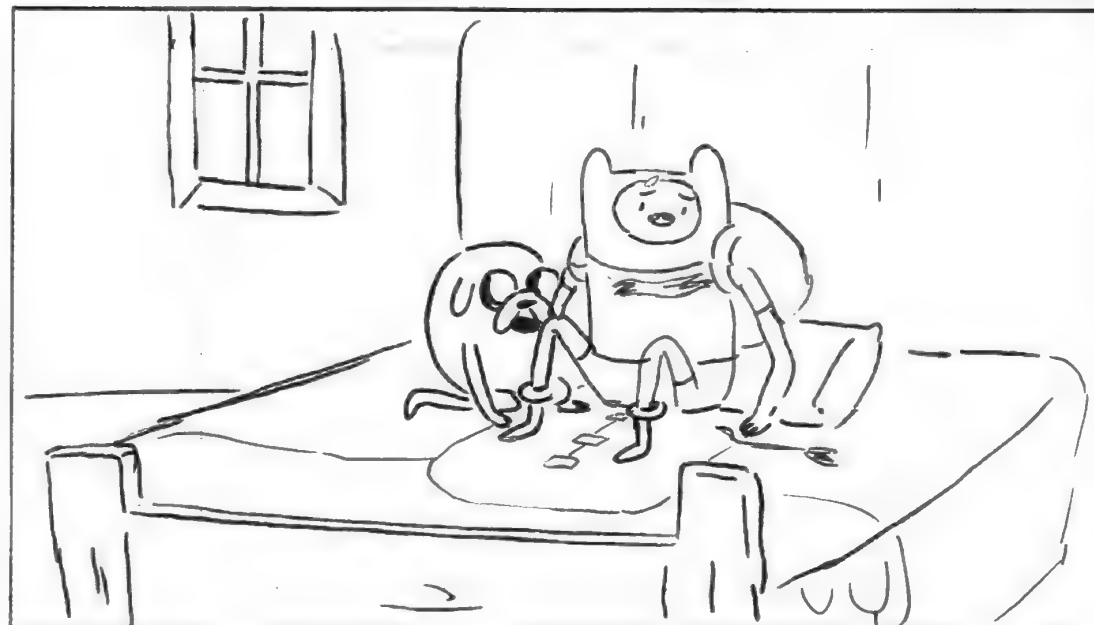
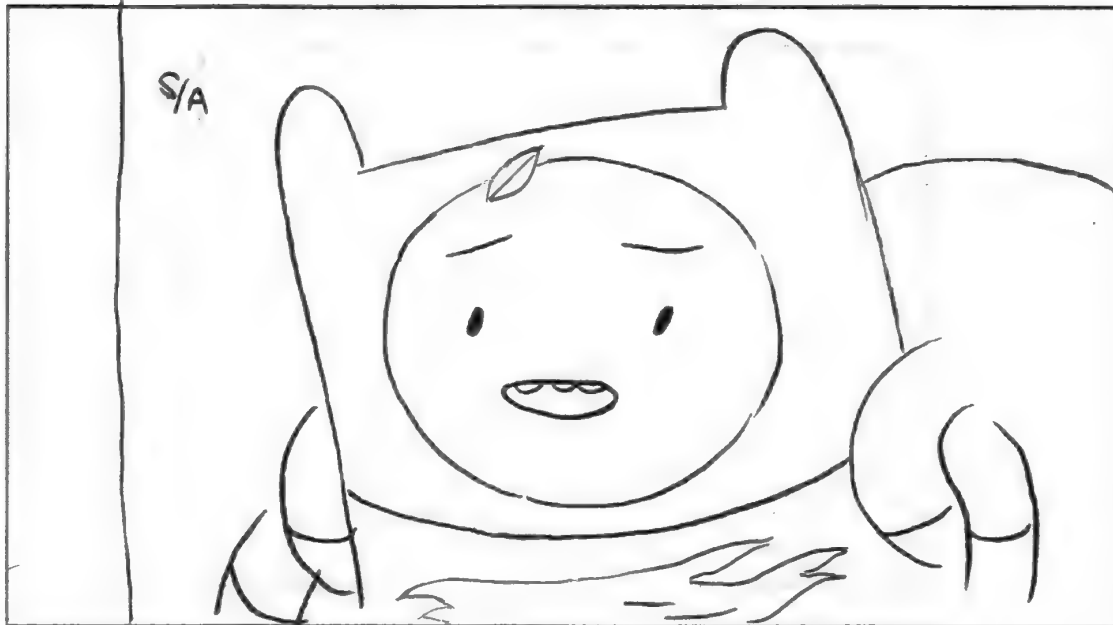
50

Pnl.

A

Bg.

day night



Dialog:

(f)

JUST TO KNOW WHAT I'LL LOOK LIKE...

(s)

COOL

Action:

(Jake stands up)

NOV 04 2013

Timing:

Production :

EPISODE #

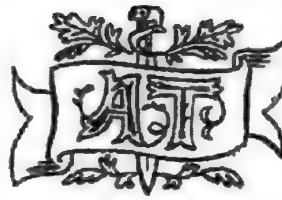
1025-166

1025/166

1025/166

1025/166

# ADVENTURE TIME



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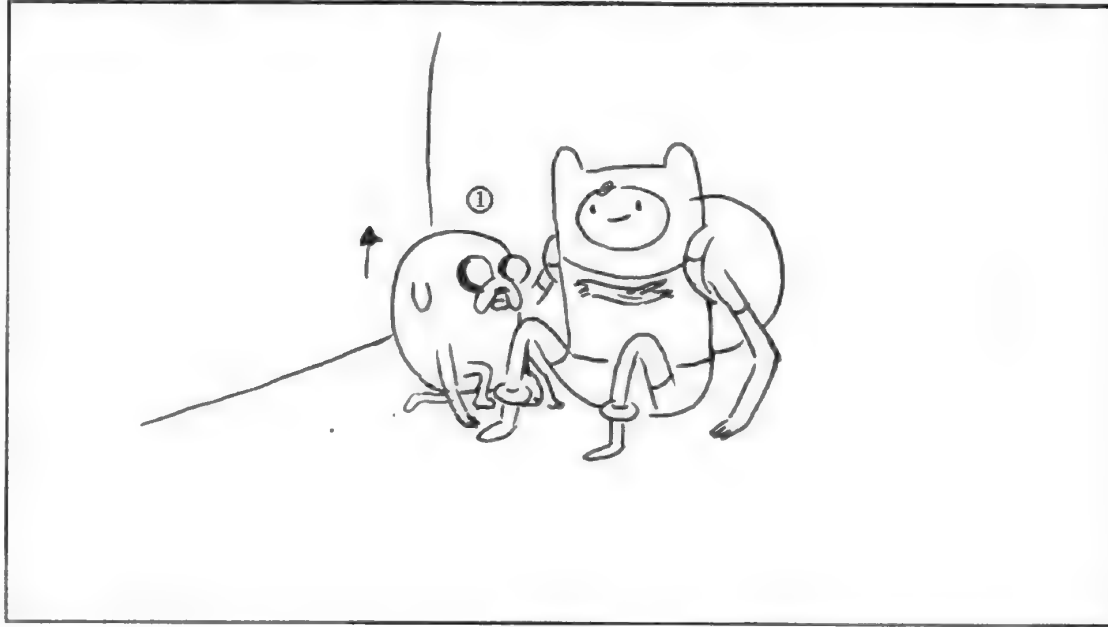
Sc.

50 CONT Pnl.

B

Bg.

day night



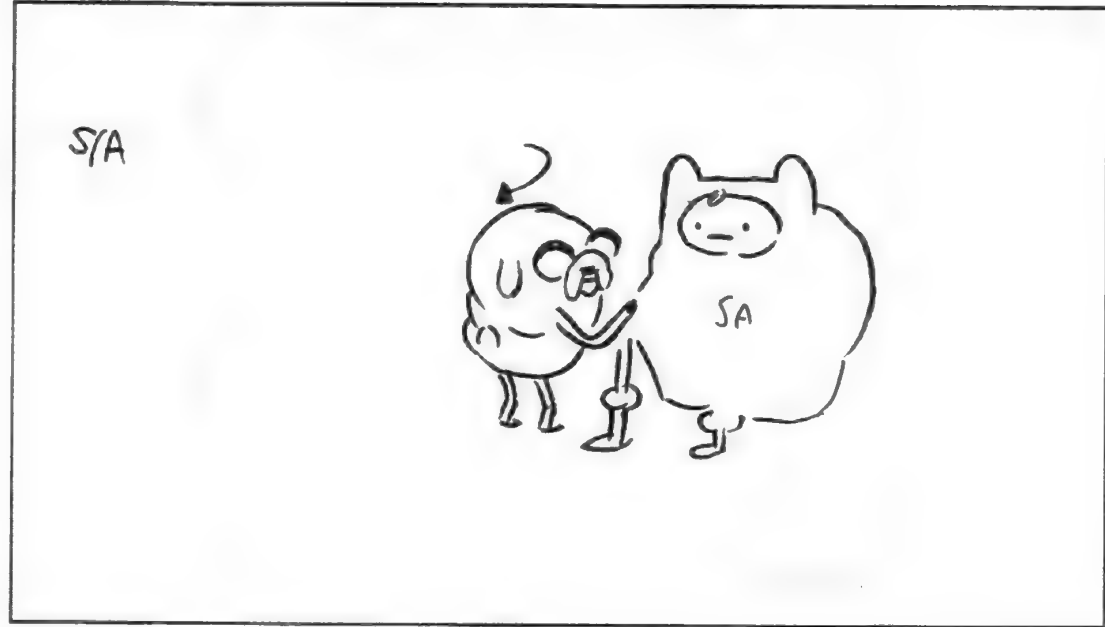
Sc.

50 CONT Pnl.

C

Bg.

day night



Dialog:

① OH! ...

② IF WE HURRY PRISMO MIGHT STILL BE PARTYING.

Action:



Timing:

0 4 2013

EPISODE #

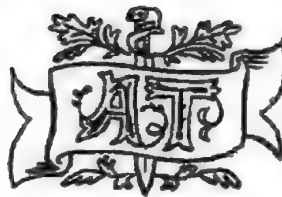
1025-166

1025/166

Production :

1025/166

# ADVENTURE TIME



Sc. 50 CONT Pnl. D Bg. day night

S/A

Sc. 50 CONT Pnl. E Bg. day night

S/A

Dialog:

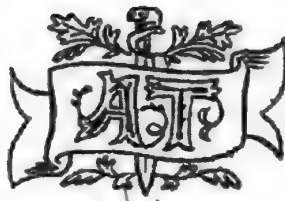
Action:

Take pups OUT LETTER

Timing:

(GRABS IT) (TURN AROUND  
E1, 23 2  
NOV 04 2013

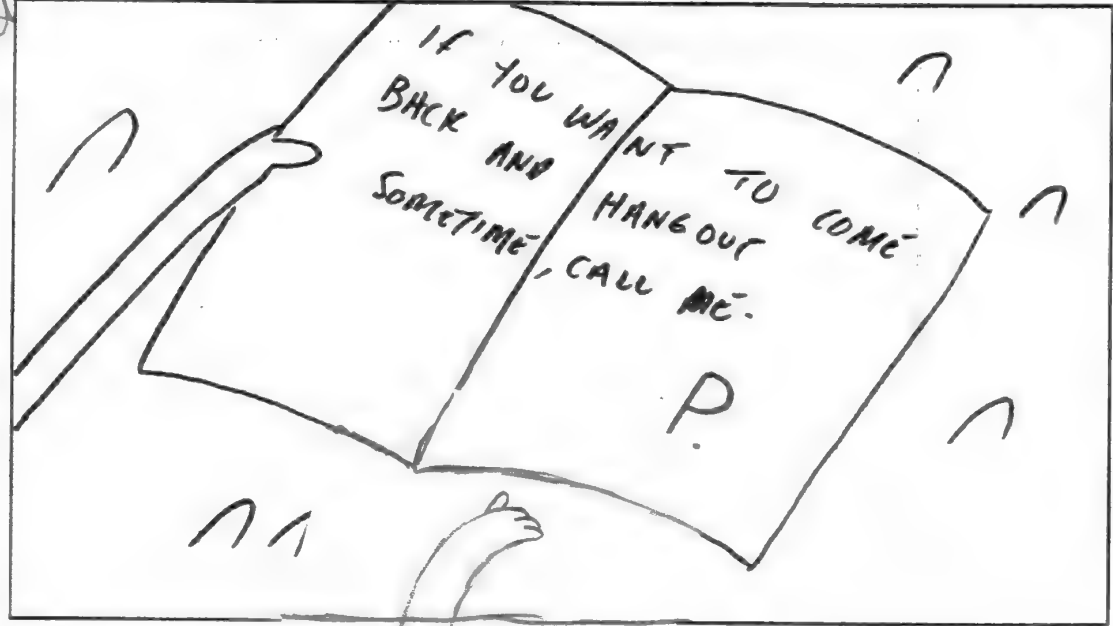
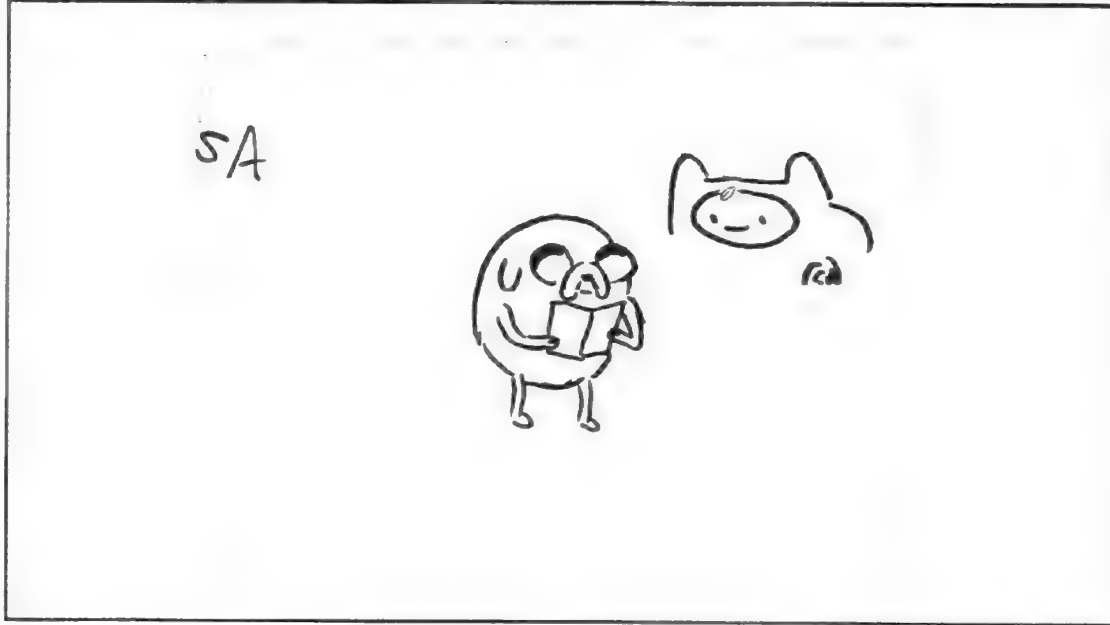
# ADVENTURE TIME



NO  
SC. 51

Page 63

Sc. 50 cont Pnl. F Bg. day night Sc. 52 Pnl. A Bg. day night



Dialog:

Action: ( OPENS LETTER )

Timing: 

NOV 04 2013

EPISODE #

1025/166

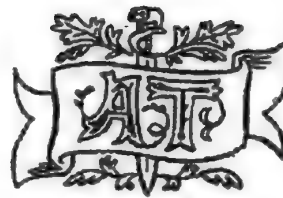
Production :

1025/166

1025/166



# ADVENTURE TIME



Sc.

5 2 cont Pnl. B

Bg.

day night



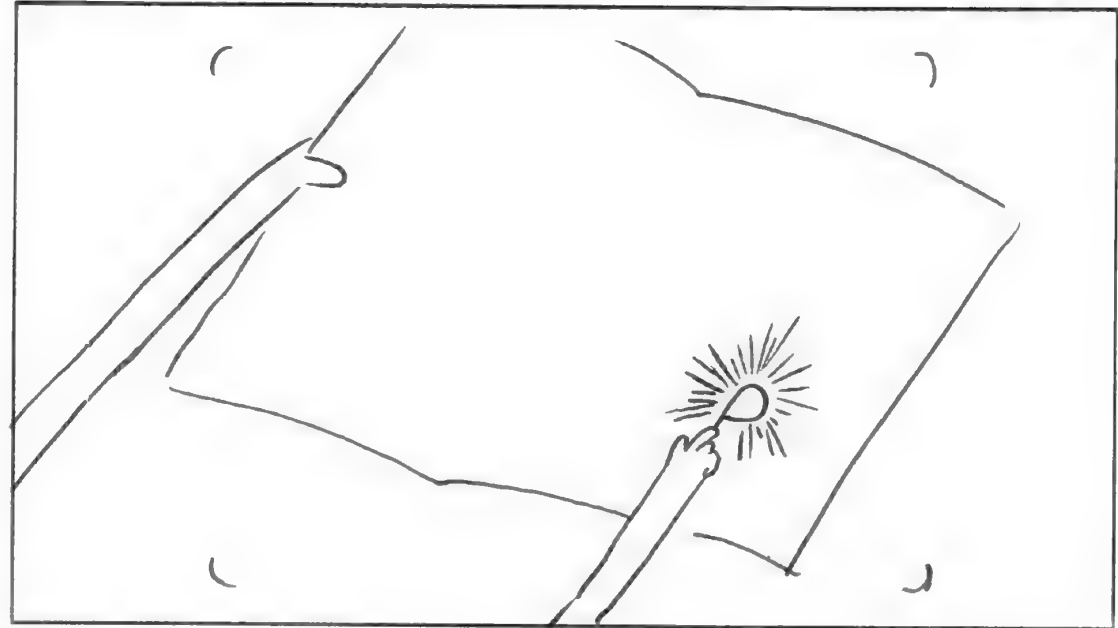
Sc.

5 2 cont Pnl. C

Bg.

Page

day night



Dialog:

Action:

-J. TOUCHES 'P' ON NOTE.

(Letter "P" glows)  
w/ fake touch

NOV 04 2013

Timing:

EPISODE #

Production :

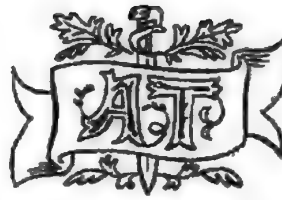
1025-166

1025/166

1025/166

Hi  
Cut

# ADVENTURE TIME



Page 64A

64A NEXT

Sc. 52A

Pnl. A

Bg.

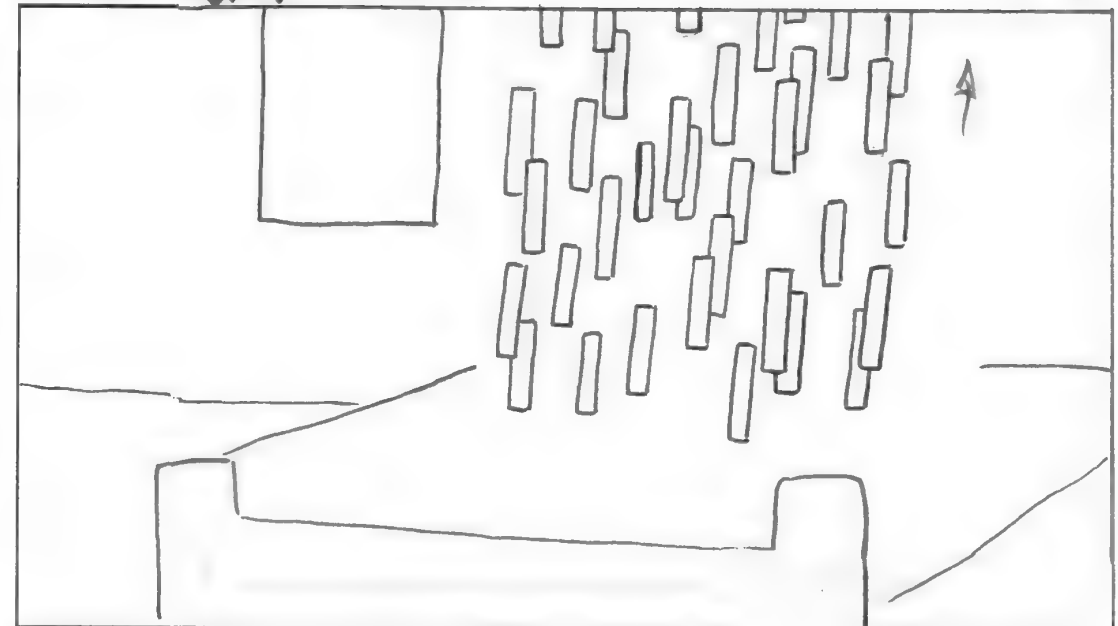
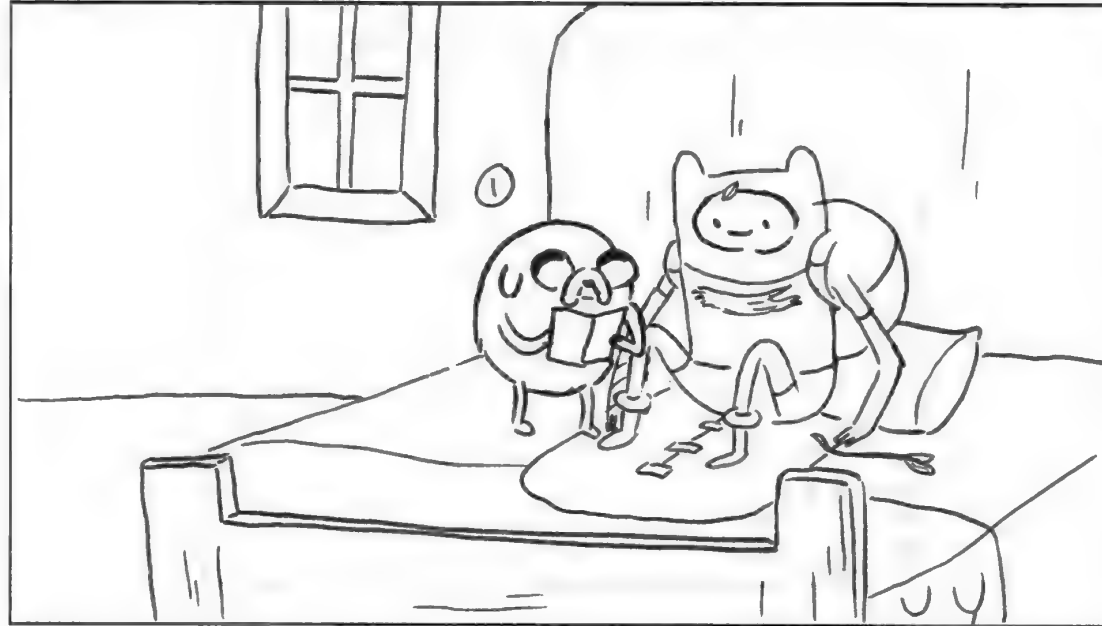
day night

Sc. 52A

CONT

Pnl. B

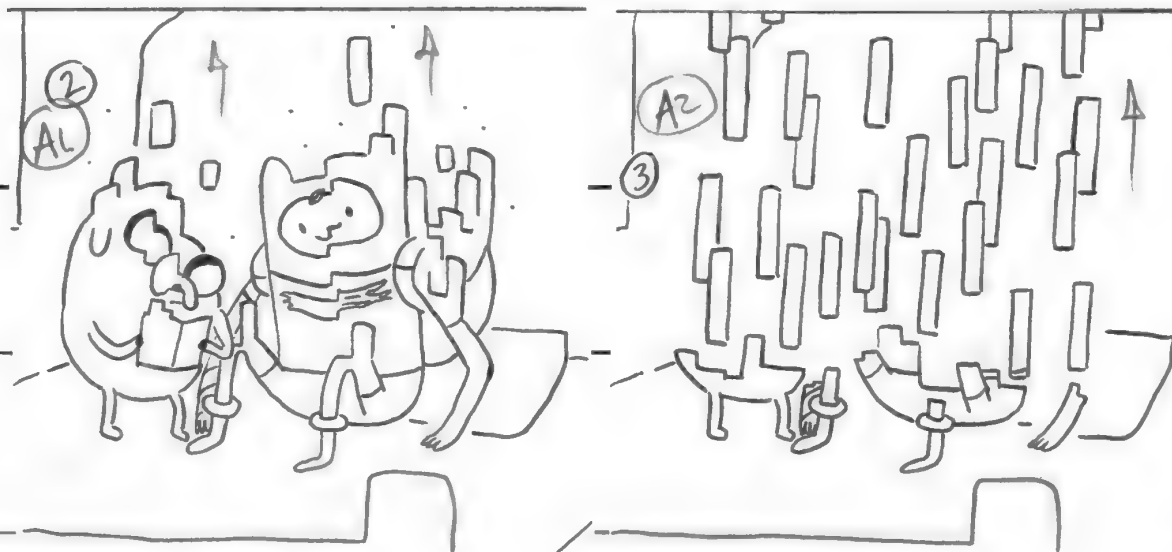
B-



Dialog:

Action:

Timing:



FIN & JAKE MORPH INTO  
BL LASER BEAM SHAPES NOV 0 4 2013

FLY UP OS.

EPISODE # 1025-166

1025/166

Production :

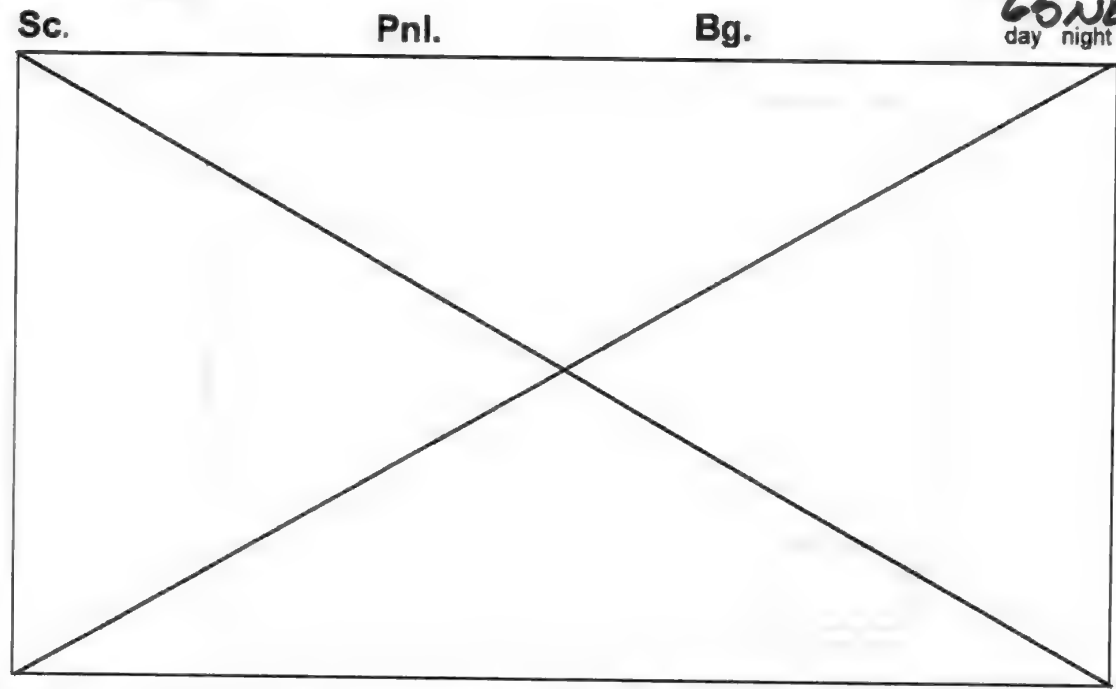
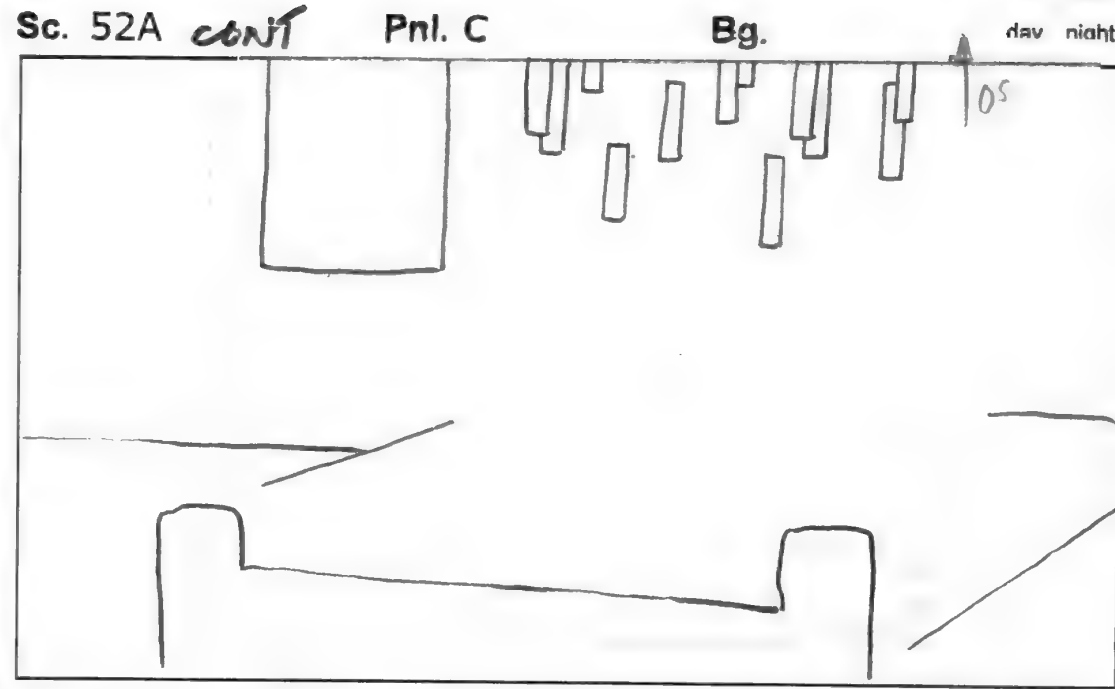
1025/166

# ADVENTURE TIME



*Cont*

Page 64B  
**65 NEXT**  
day night



Dialog:
Action:
Timing:

NOV 04 2013

EPISODE # 1025-166  
Production :

1025/166

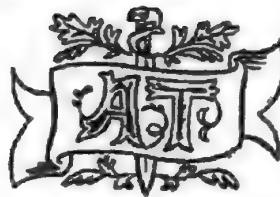
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1025/166

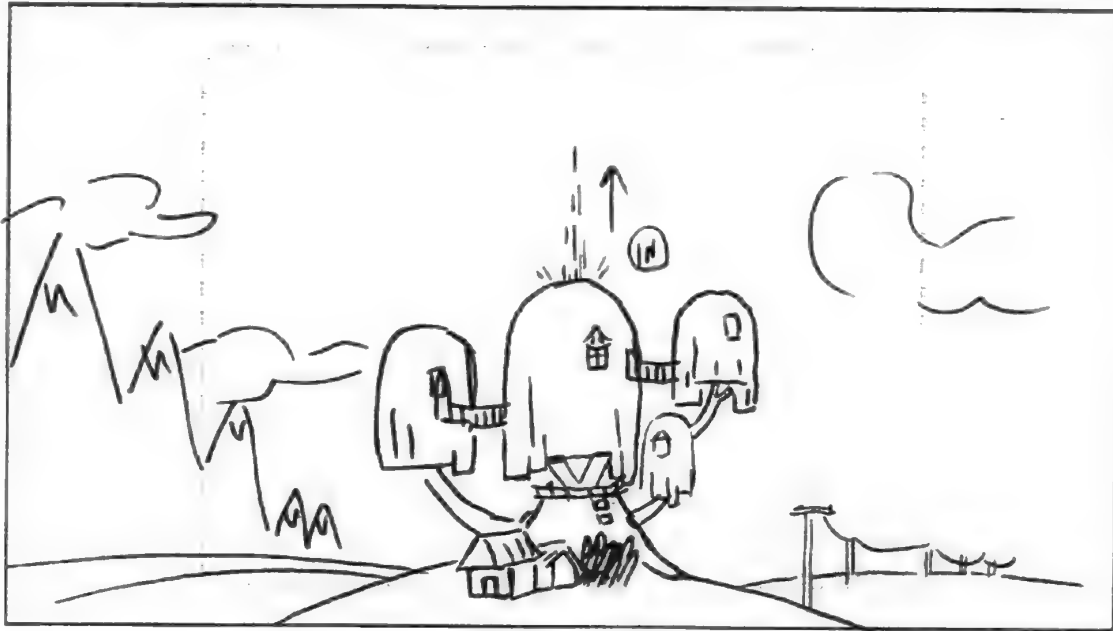
1025/166

Cut

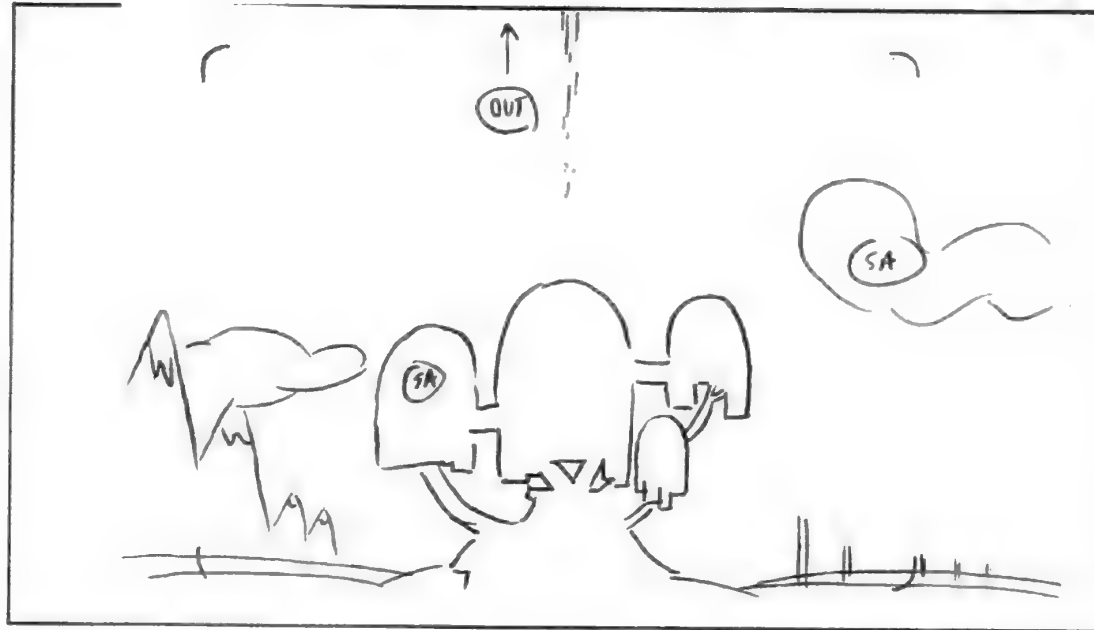
# ADVENTURE TIME



Sc. 53 Pnl. A Bg. day night



Sc. 53 cont Pnl. B Bg. day night



Page 65

65A NEXT  
day night

EPISODE #

1025-166

1025/166

Production :

Dialog:

SEX: \* SHYUUX \*

Action:

( F+J BEAM OUT OF TREEHOUSE )

( Blast out of shot )

NOV 04 2013

Timing:

Cut

# ADVENTURE TIME

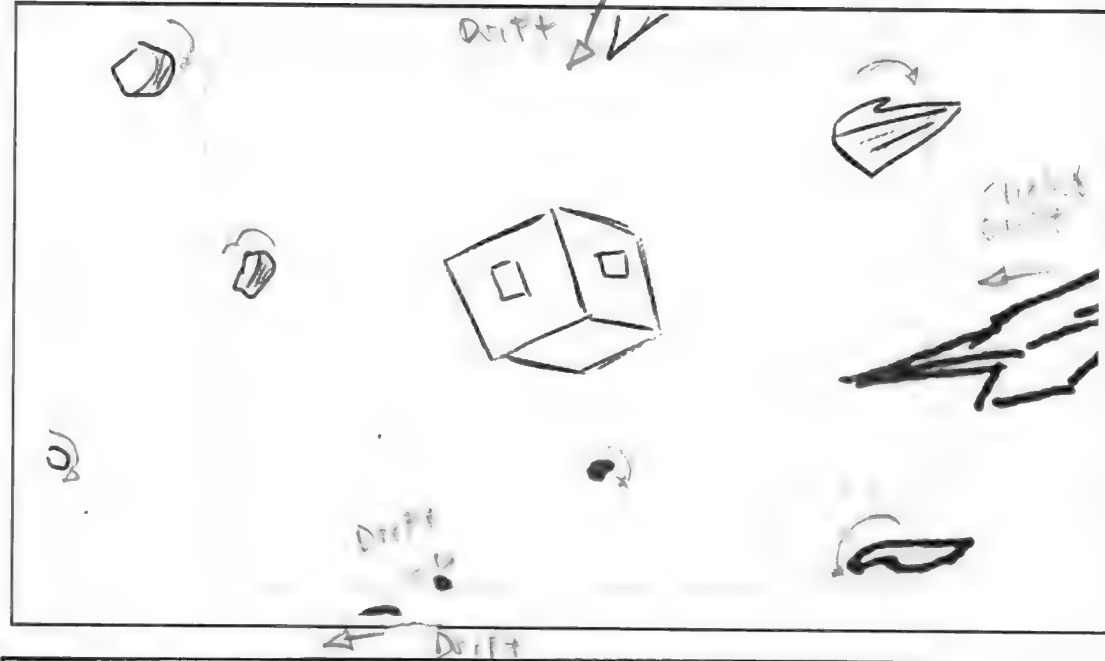


Sc. 53A

Pnl. A

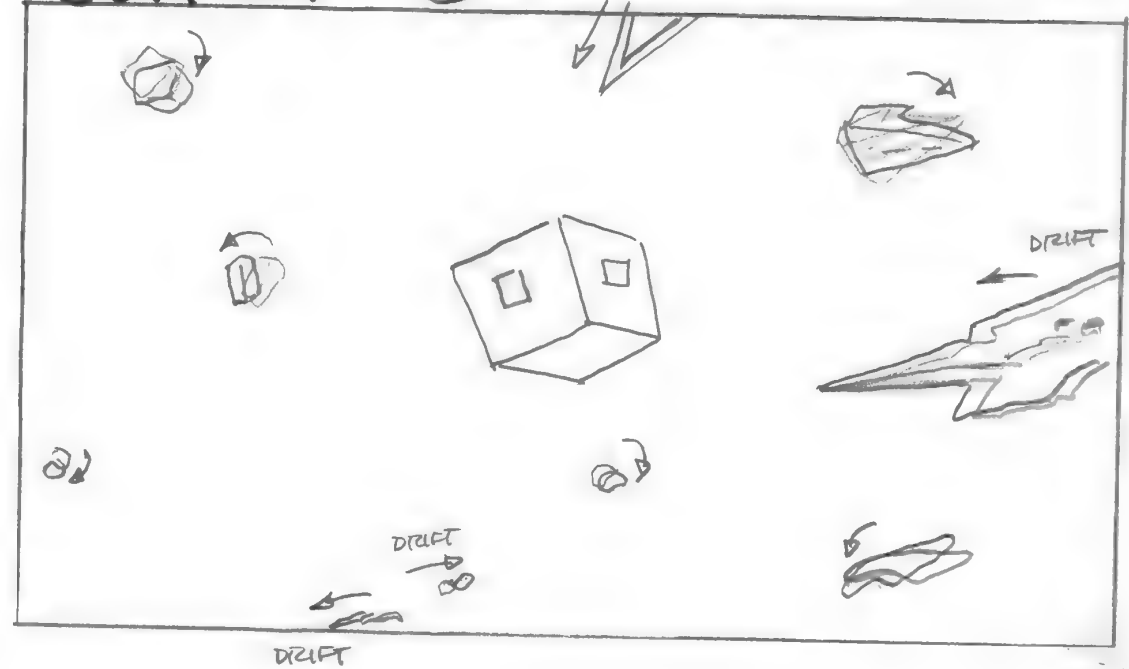
Bg.

day night



53A cont PNL B

to 65A  
66 NEXT



Dialog:

- \* All move very slow.
- \* Cube Holds (NO ACTION).

Action:

NOV 04 2013

Timing:

EPISODE # 1025-166

1025/166

Production :

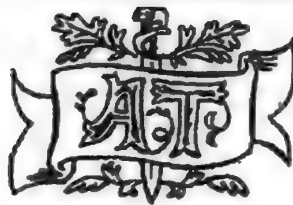
1025/166

1025/166

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1025/166

# ADVENTURE TIME

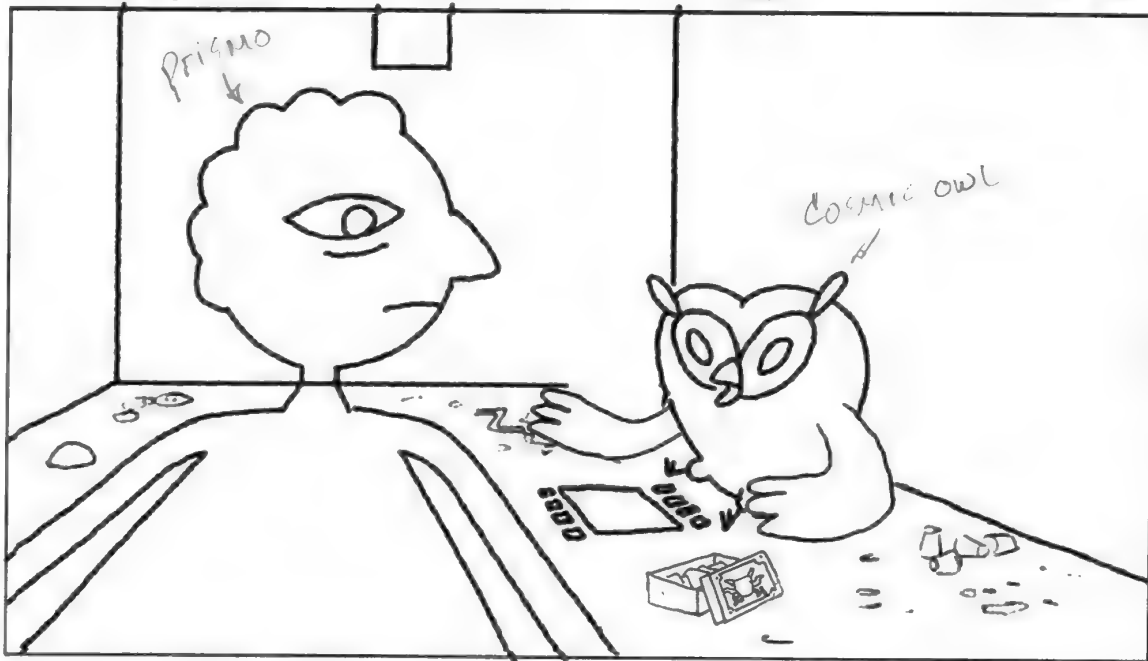


Sc. 54

Pnl. A

Bg.

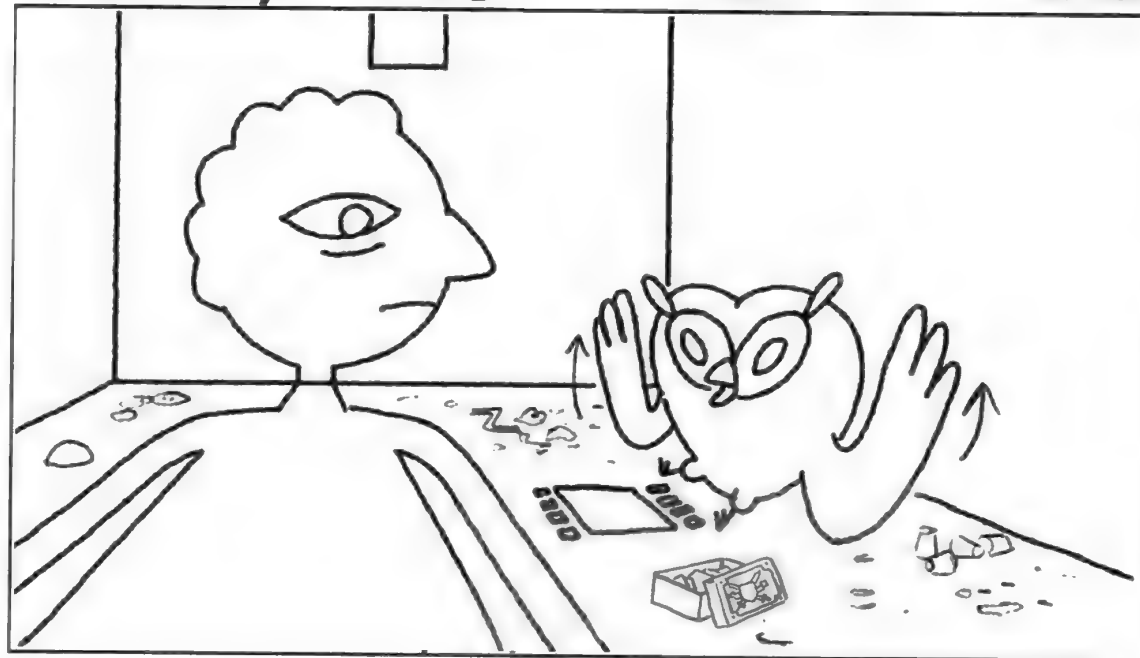
day night



Sc. 54 *cont*

Pnl. B

Bg.



Page 66  
**66** NEXT  
day night

1025-166

EPISODE #

1025/166

Dialog:

CO/ C'MON, JUST ONE MORE GAME.

Action:

- prismo is Super Tired.
- CARD WARS BOARD IS SET OUT IN FRONT OF C.OWL.

NOV 04 2013

Timing:

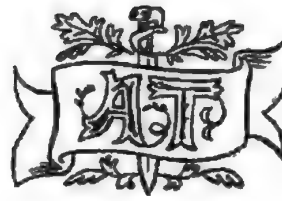
Production :

1025/166

1025/166  
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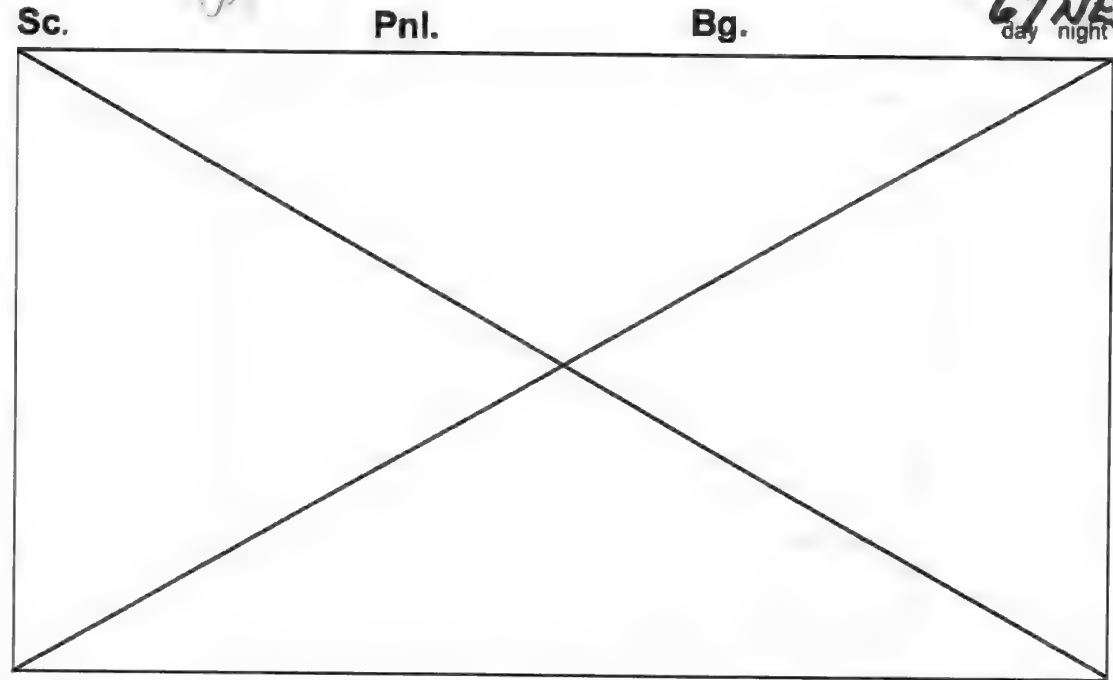
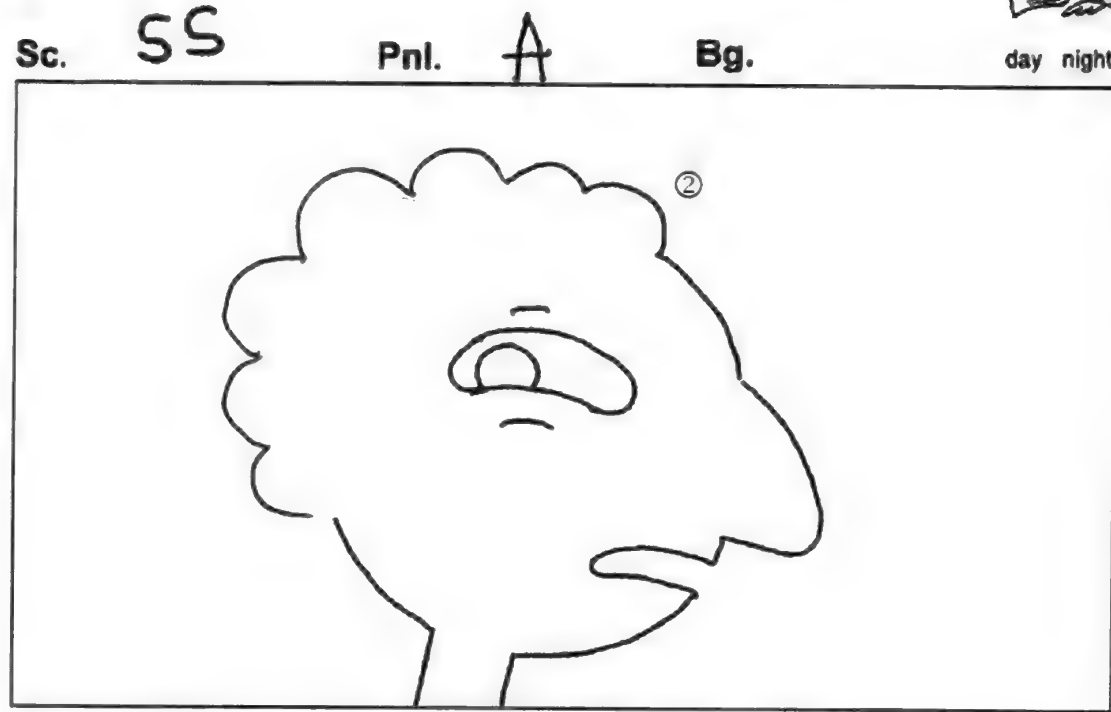
HU  
Gx

# ADVENTURE TIME



HU  
Gx

Page 66A  
67 NEXT  
day night



Dialog: P/ I DON'T KNOW MANG.  
I WAS JUST GONNA CLEAN UP  
AND CRASH OUT.

Action:

Timing:

NOV 04 2013

EPISODE # 1025-166  
1025/166

Production :

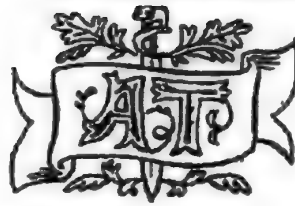
1025/166



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HW  
CST

# ADVENTURE TIME



Page 67

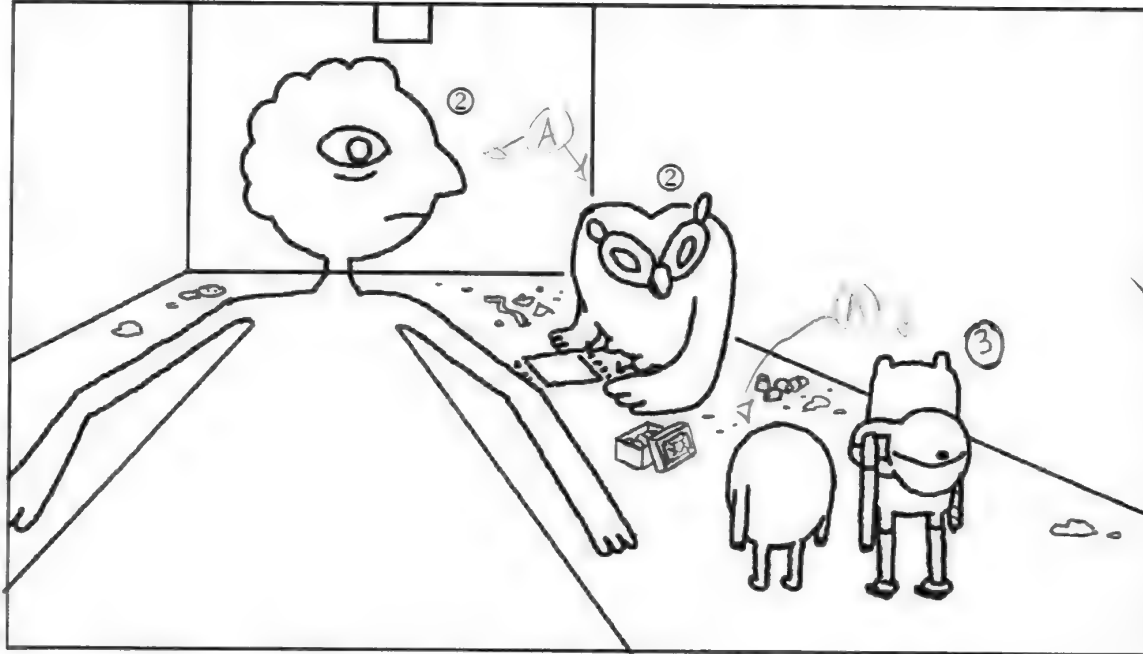
HW  
CST

Sc. 56

Pnl. A

Bg.

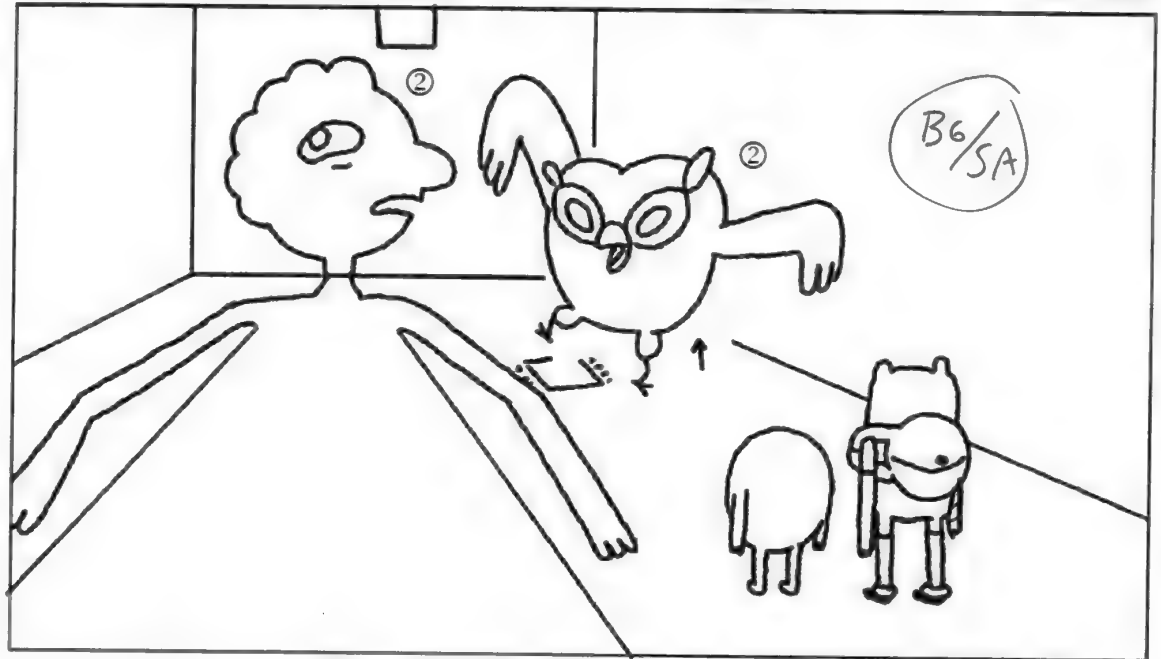
day night



Sc. 56 CONT Pnl. B

Bg.

day night

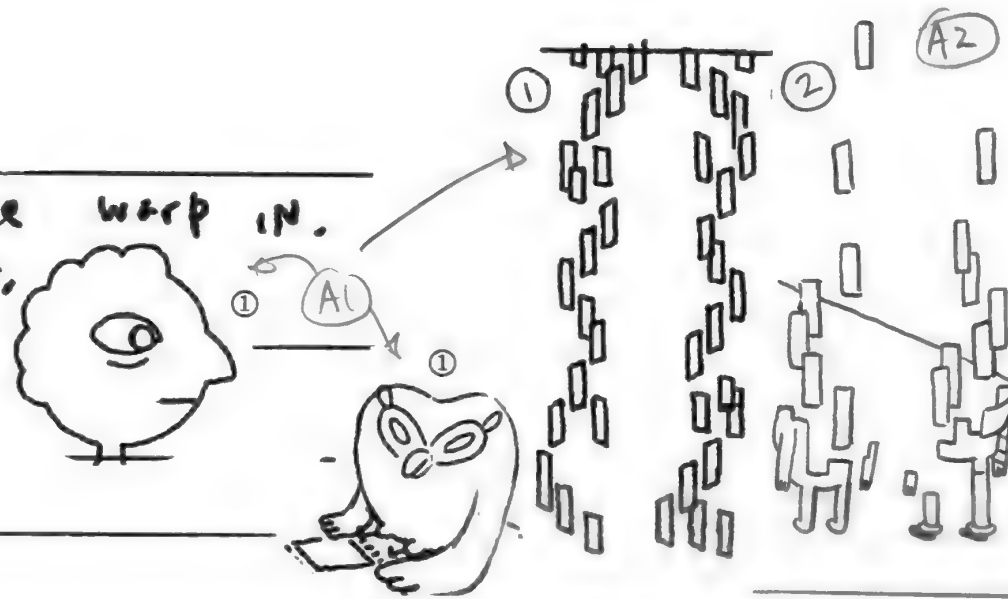


Dialog:

SFX: SHYUUU

Action: FINN N' JAKE WARP IN.  
PRISMO STYLE,

Timing:

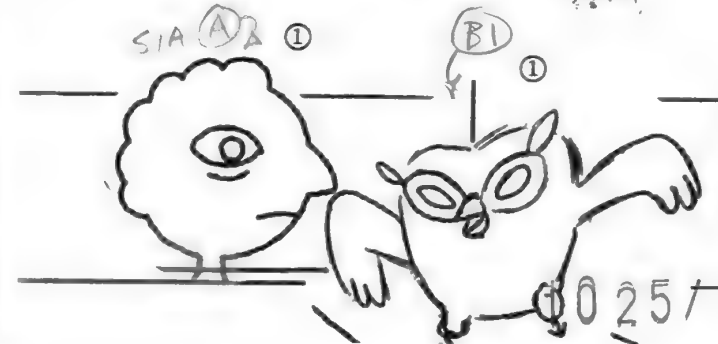


CO: AWW YEAH-MORE PLAY-AHS.

P: [QUIET GROAN]

NOV 04 2013

-CO JUMPS UP EXCITEDLY



1025-166

EPISODE #

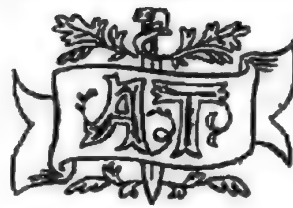
1025/166

Production :

1025/166

Ho Cut

# ADVENTURE TIME



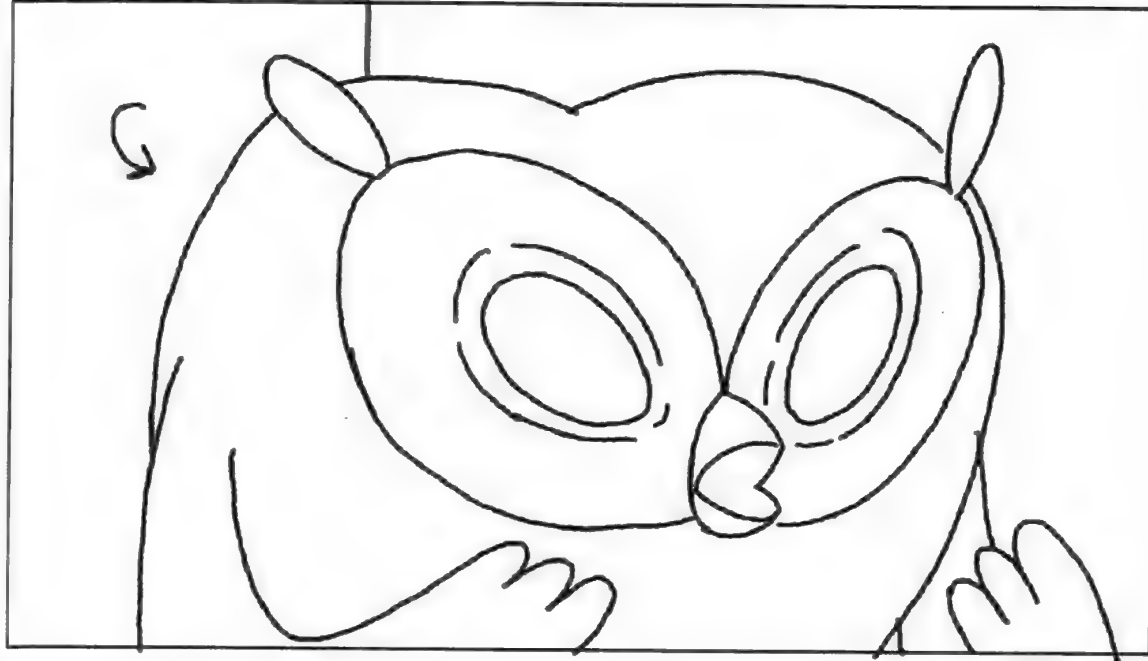
Cut

Sc. 57

Pnl. A

Bg.

day night



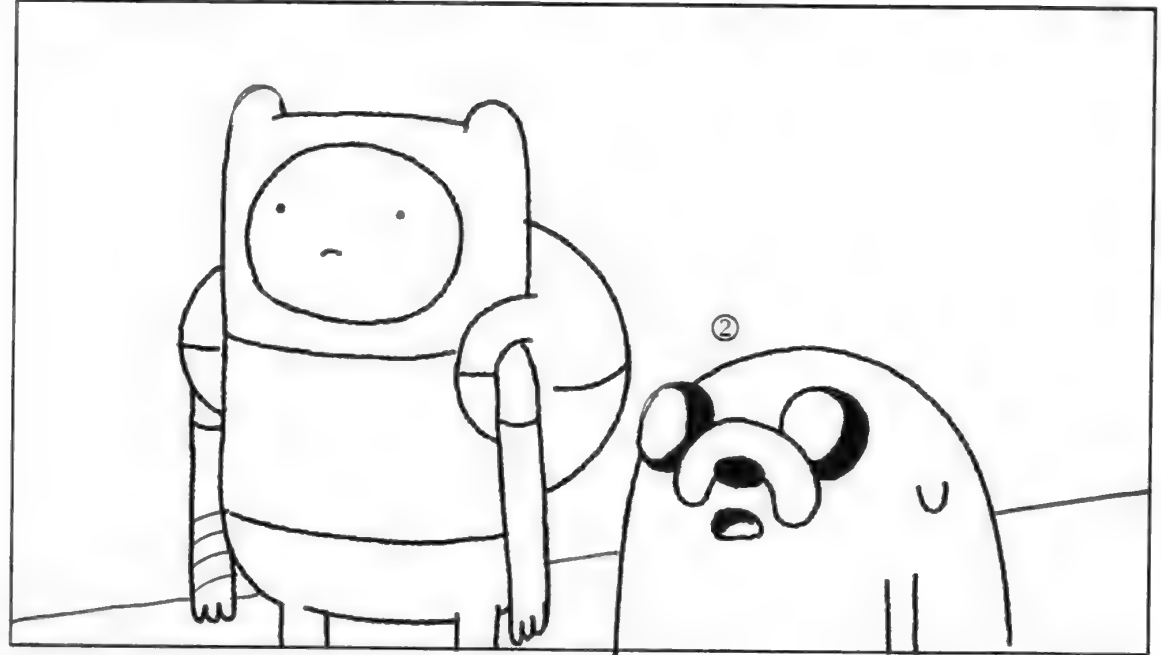
Sc. 58

Pnl.

A

Bg.

day night



Dialog:

CO/ YOU GUYS WANNA PLAY SOME CARD WARS?

J/ NO.

Action:

-CO TURNS

Timing:

(A1)



NOV 04 2013

(A1) ①



Production :

1025-166

EPISODE #

1025/166

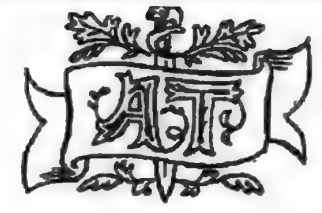
1025/166

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991/9201

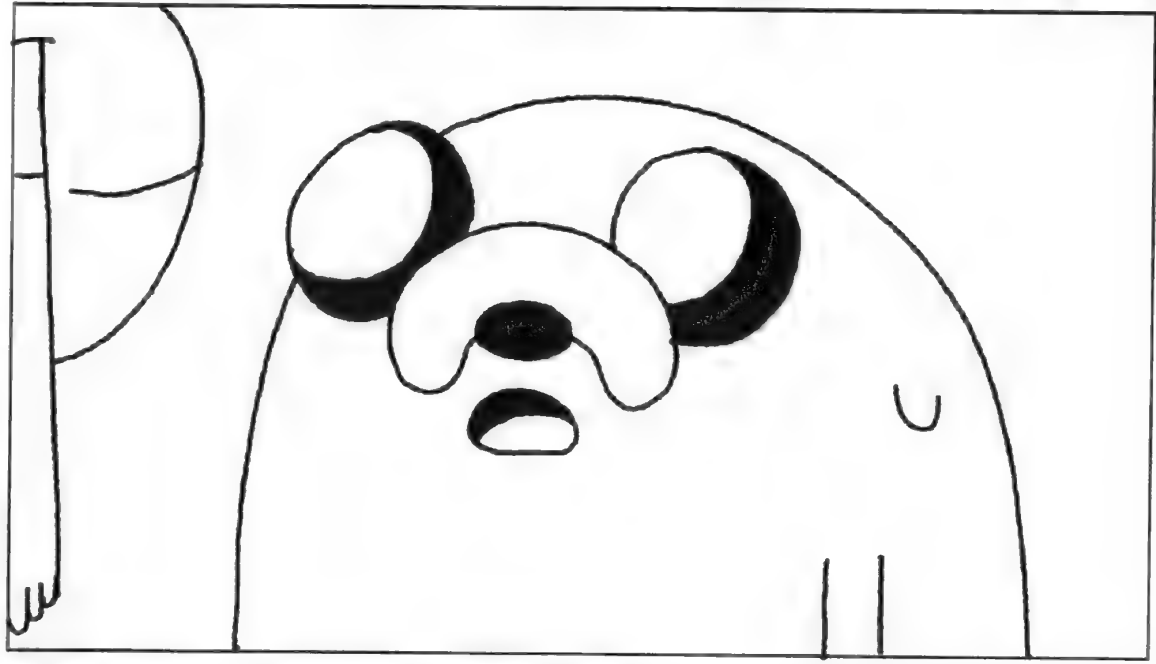
HW  
C.F.

# ADVENTURE TIME



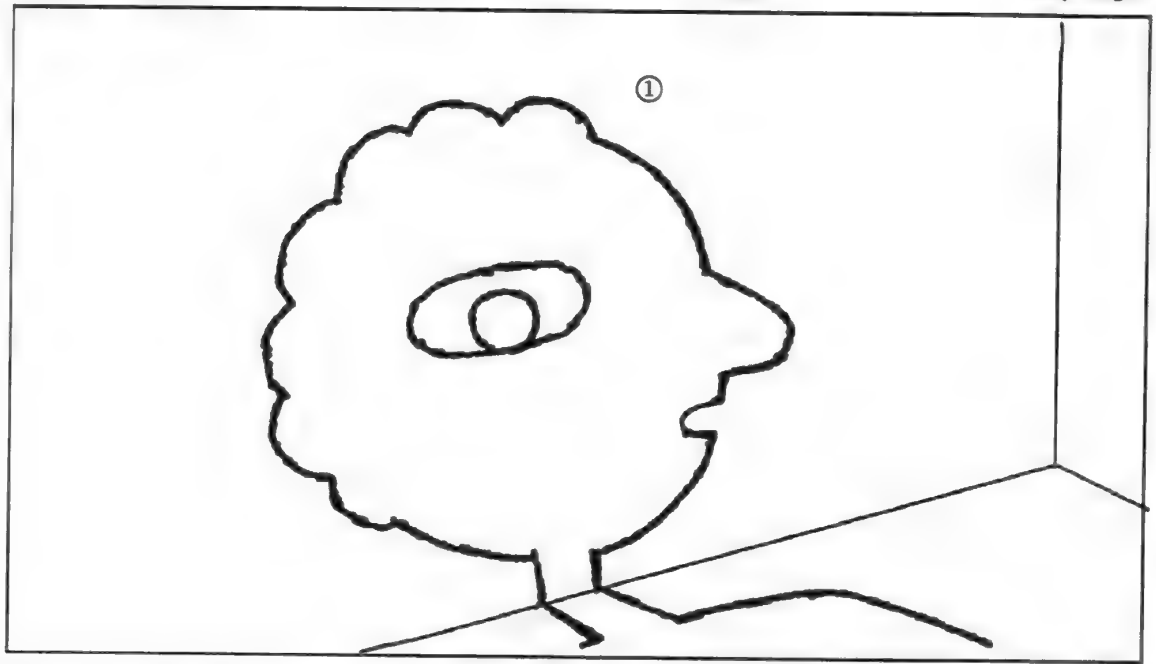
CAT

Sc. **S9** Pnl. **A** Bg. day night



Sc. **60** Pnl. **A** Bg. day night

Page **69**  
**29A-NEXT**



Dialog:	
J/ PRISMO, WE NEED TO GET TO THE CITADEL.	P: WHOA...
Action:	
Timing:	



NOV 04 2010

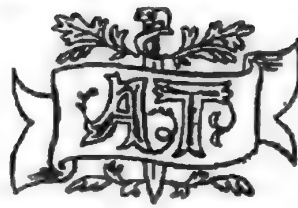
1025/166

EPISODE # 1025-166

1025/166

Production :

# ADVENTURE TIME



Sc. 60 CONT Pnl. B

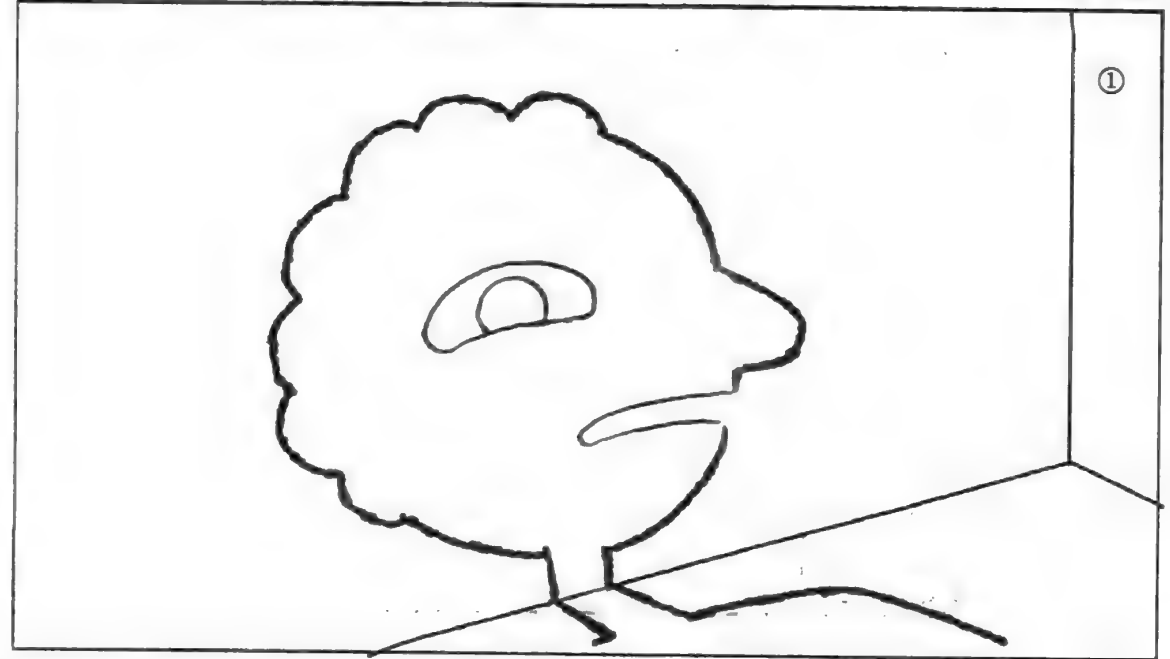
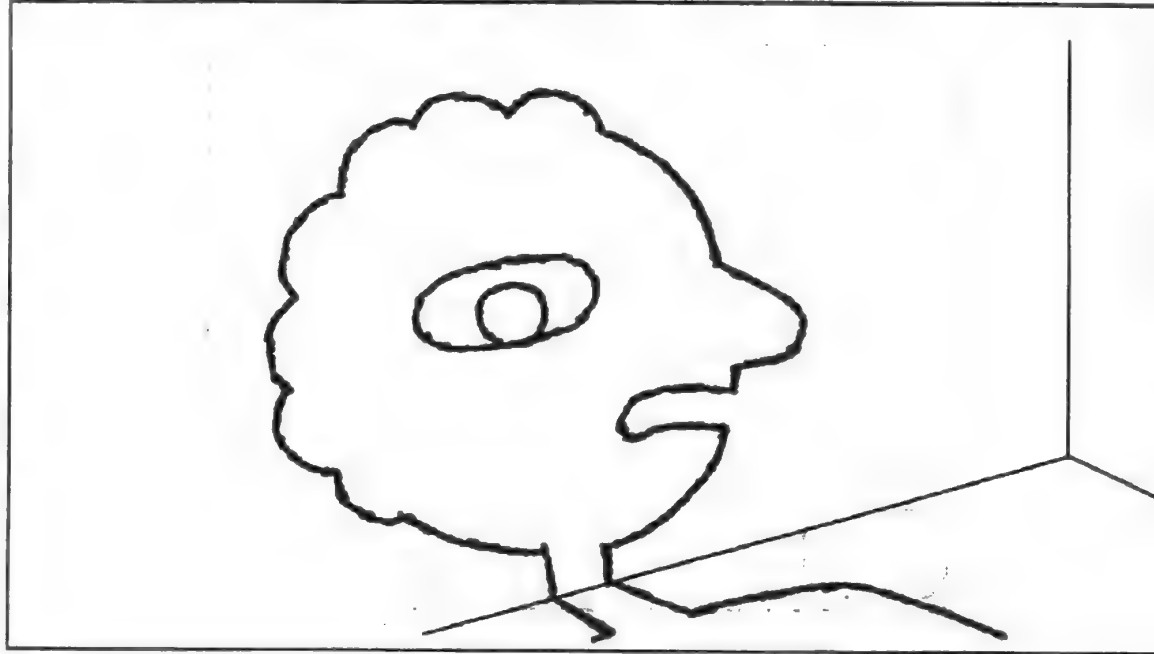
Bg.

day night

Sc. 60 CONT Pnl. C

Bg.

Page 69A  
70 NEXT  
day night



Dialog:

P: YOU GUYS DON'T WANNA  
GO THERE

P: SERIOUSLY.

Action:

- BEAM COMES INTO SCREEN

Timing:

(C) (IN) ↓ (2)

NOV 04 2011

1025-166

EPISODE #

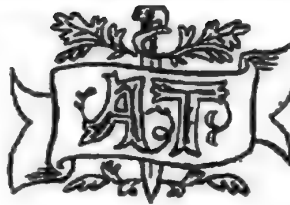
1025/166

Production :

1025/166

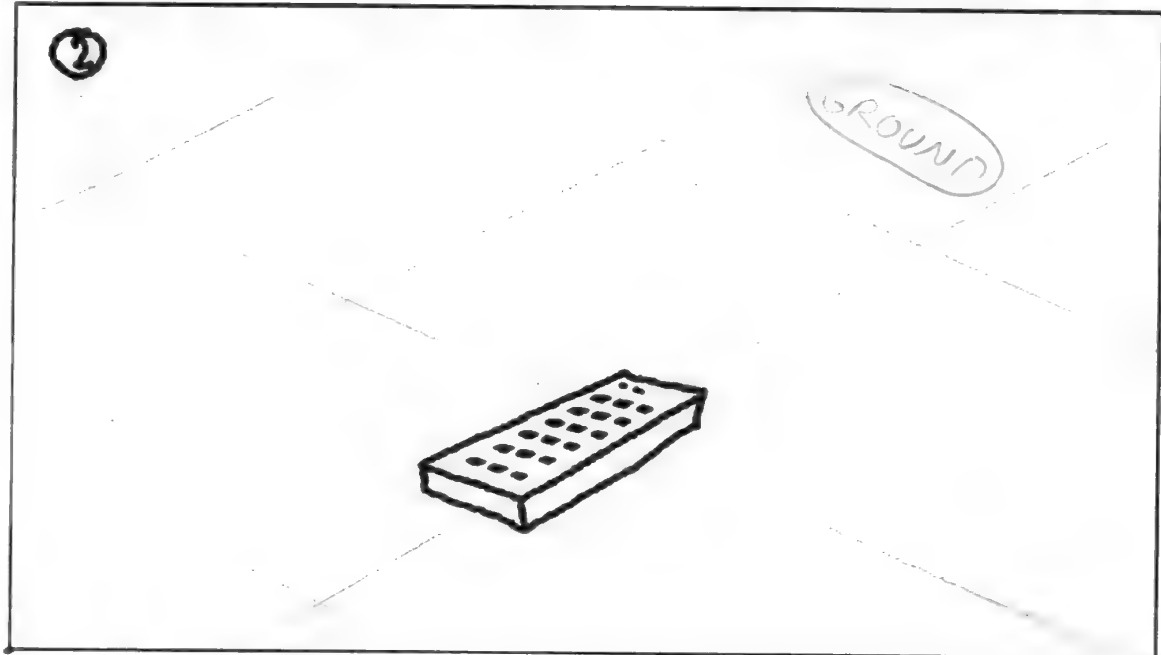
Cut

# ADVENTURE TIME

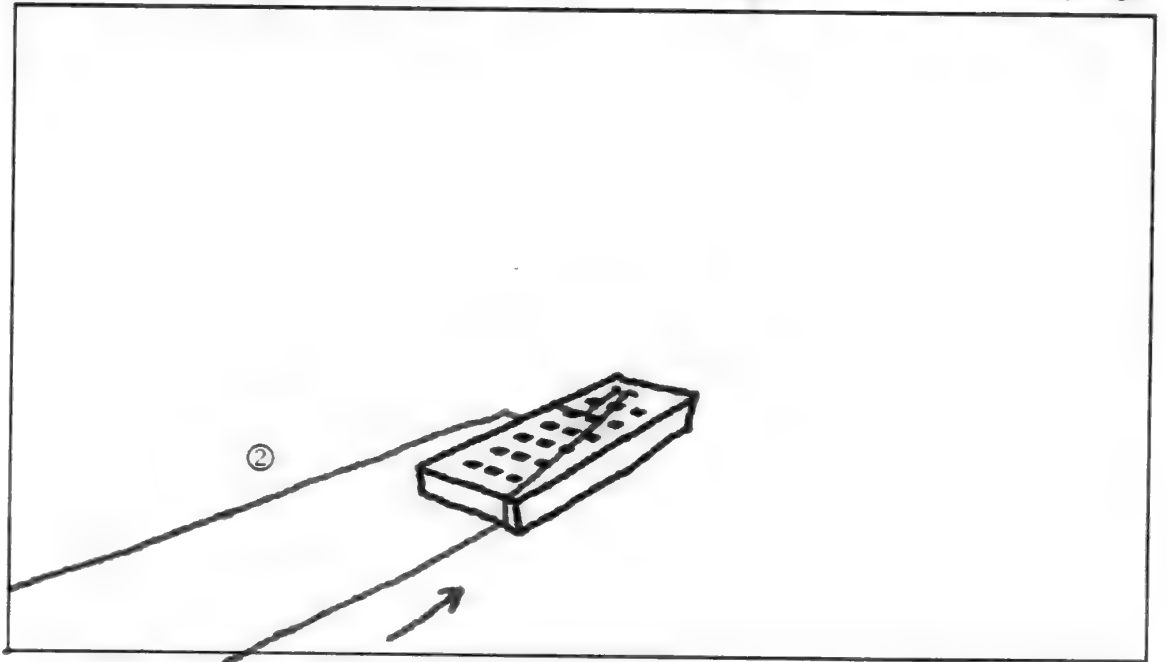


Page **70**

Sc. **61** Pnl. **A** Bg. day night



Sc. **61 CONT** Pnl. **B** Bg. day night



1st Cut

1025-166

EPISODE #

1025/166

**Dialog:**

**P/CHECK THIS OUT.**

BL LAZER BEAMS SHAPES IN & MORPH INTO REMOTE

**Action:**

**Timing:**

**SFX:** ↓ CLICK ↑

**Prismo's ARM COME IN AND PRESSES POWER BUTTON ON REMOTE.** NOV 04 2013

**Storyboard Panel 1:** A perspective view of the remote control. A series of vertical lines, representing laser beams, are shown morphing into the shape of the remote. A circled '1' and 'AD' are in the top left corner. An arrow points down towards the remote with the word 'IN' next to it.

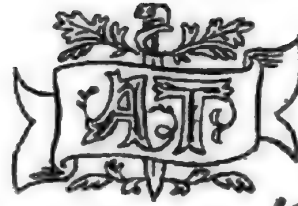
**Storyboard Panel 2:** A perspective view of the remote control. A hand (Prismo's arm) is shown pressing the power button. A circled '1' and 'E1' are in the top left corner. The text 'TV CUT OFF' is written near the hand. An arrow points down towards the remote with the word 'IN' next to it.

Production :

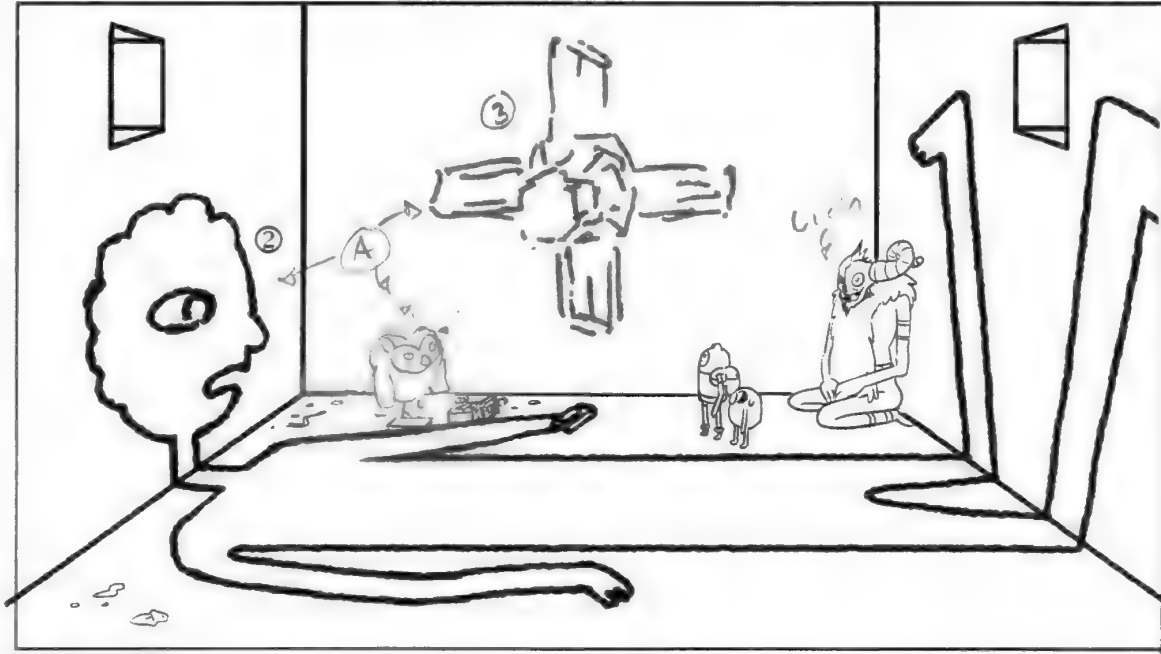
1025/166

Hu  
Cut

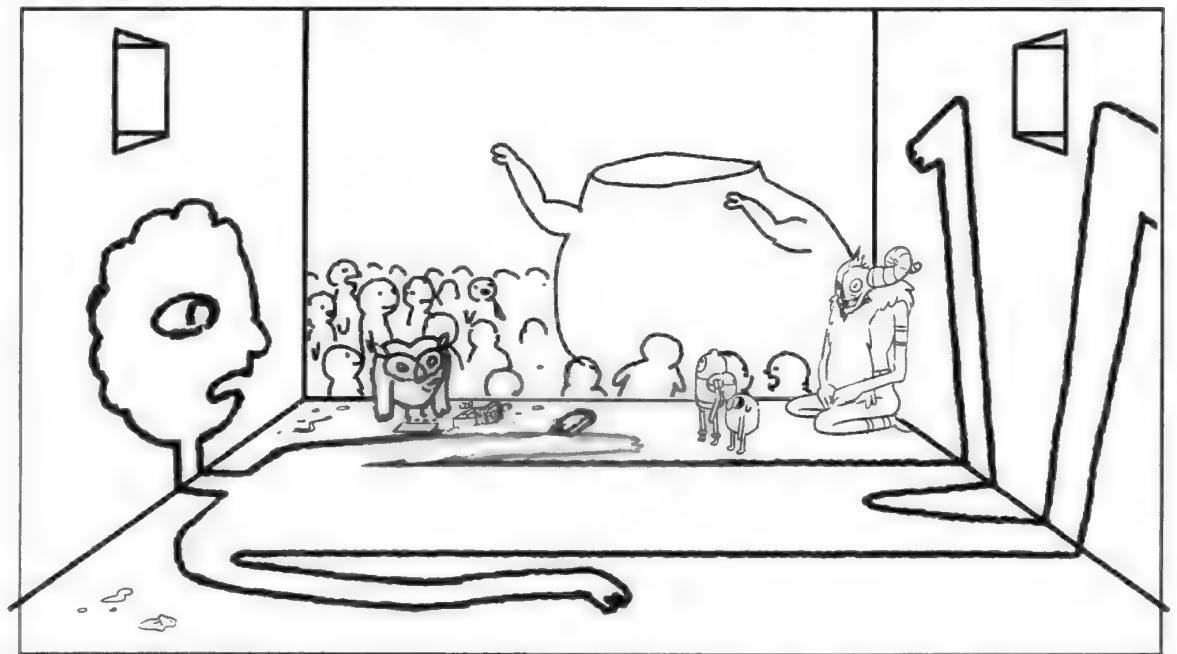
# ADVENTURE TIME



Sc. 62 Pnl. A Bg. day night



Sc. 62 cont Pnl. B Bg. day night



Page 71  
71A NEXT  
day night

Hu  
Cut

1025-166

EPISODE #

1025/166

Dialog:

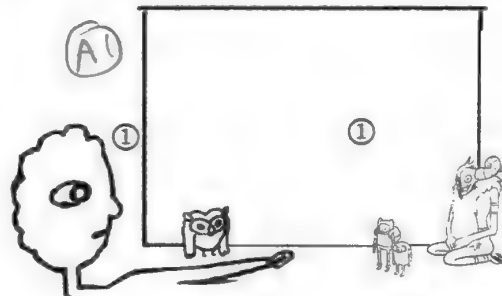
P/THE CITADEL IS A NASTASTICISED PRISON.

Action:

- B/SCREEN TURNS ON showing  
citadel. - F+J+C.OWL

Timing:

LOOK A TV WALL



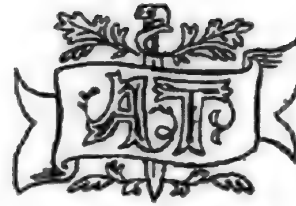
NOV 04 2012

1025/166

1025/166

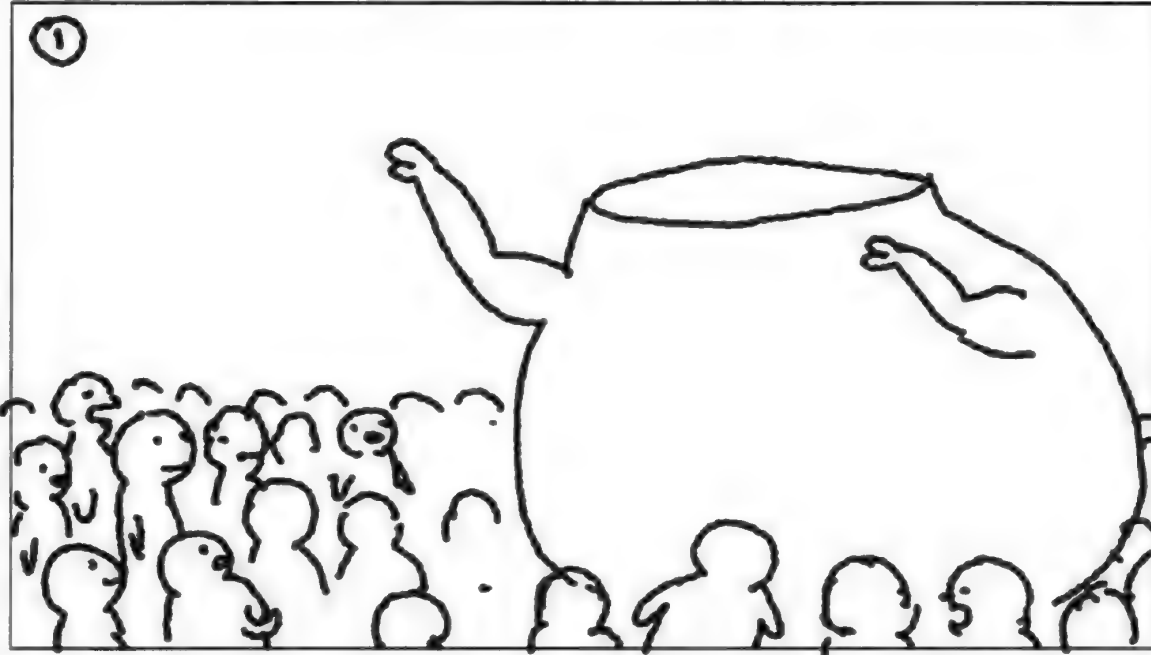
the cut

# ADVENTURE TIME

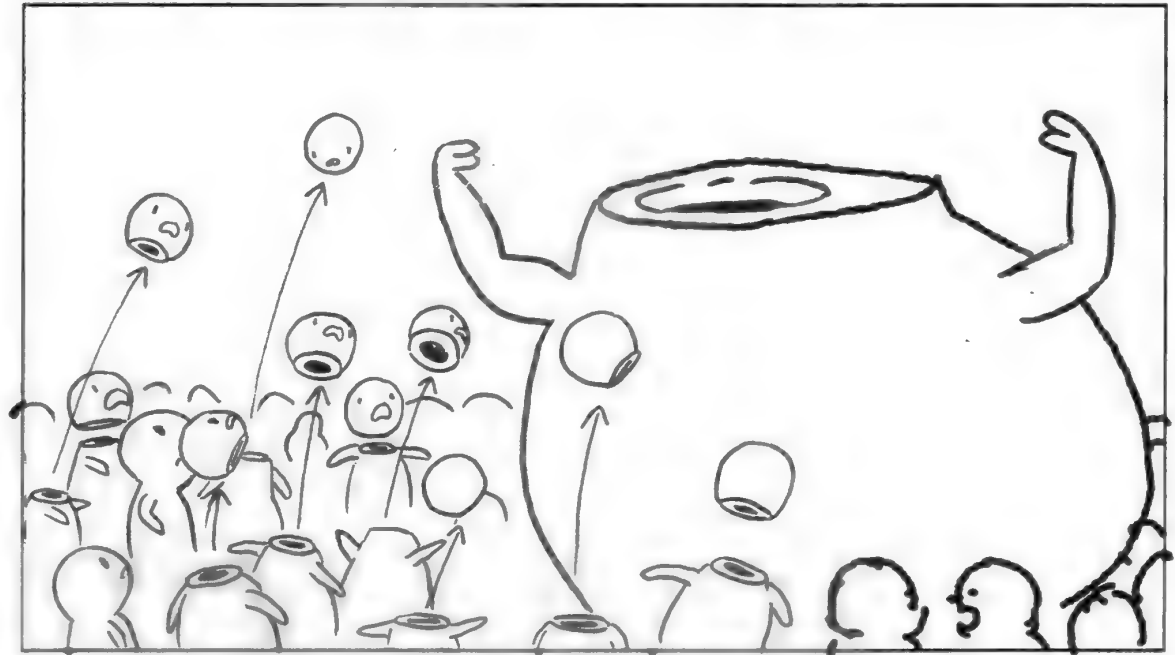


Page 71A  
12 NEXT  
day night

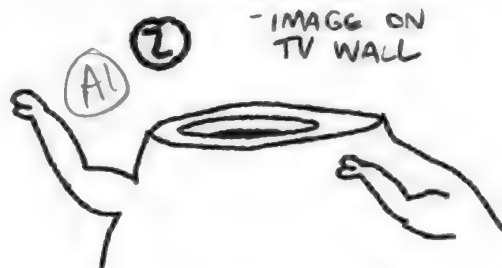
Sc. 63 Pnl. A Bg. day night



Sc. 63 CONT Pnl. B Bg. day night



P/ ONLY THE WORST OF THE WORST END UP THERE.



- ORAFICE OPENS ON THE TOP OF (K)  
↑



ORAFICE STARTS SUCKING  
THINGS INTO IT.

Action: He starts sucking all the heads into  
THE ORAFICE.

NOV 04 2013

1025/166

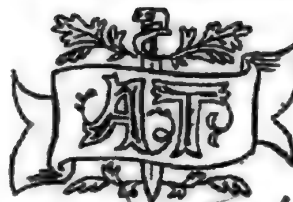
1025/166

1025-166

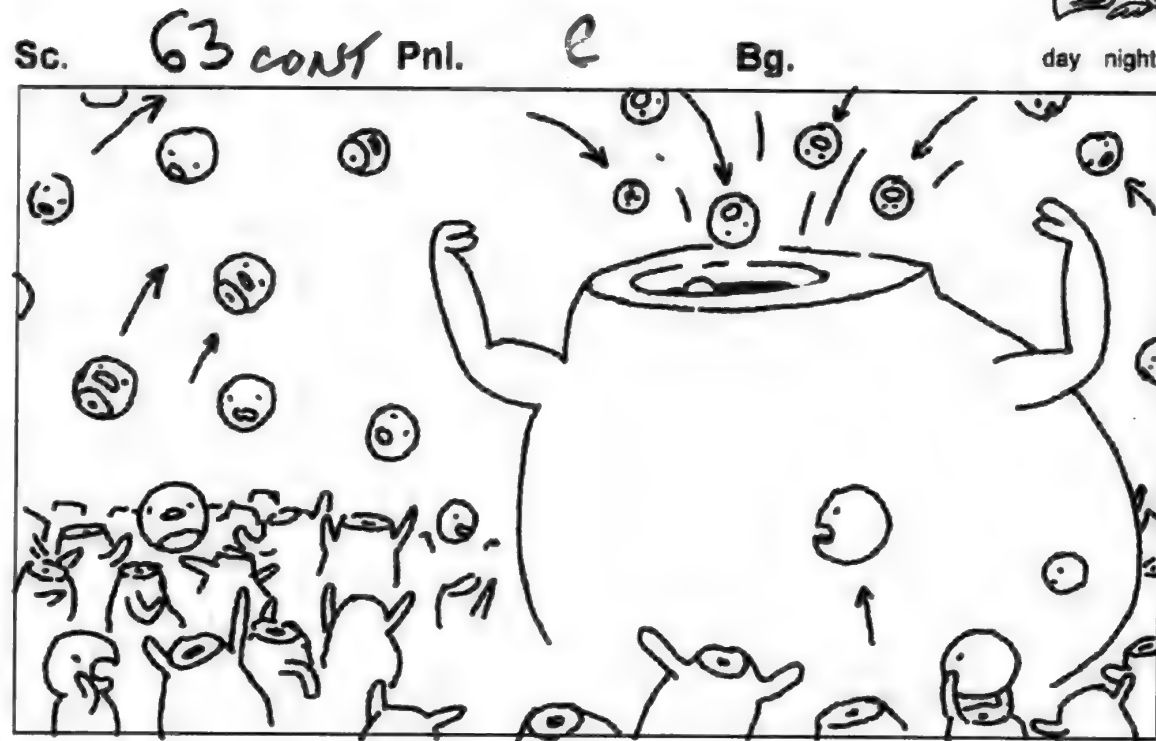
EPISODE #  
1025/166



# ADVENTURE TIME



Page 72

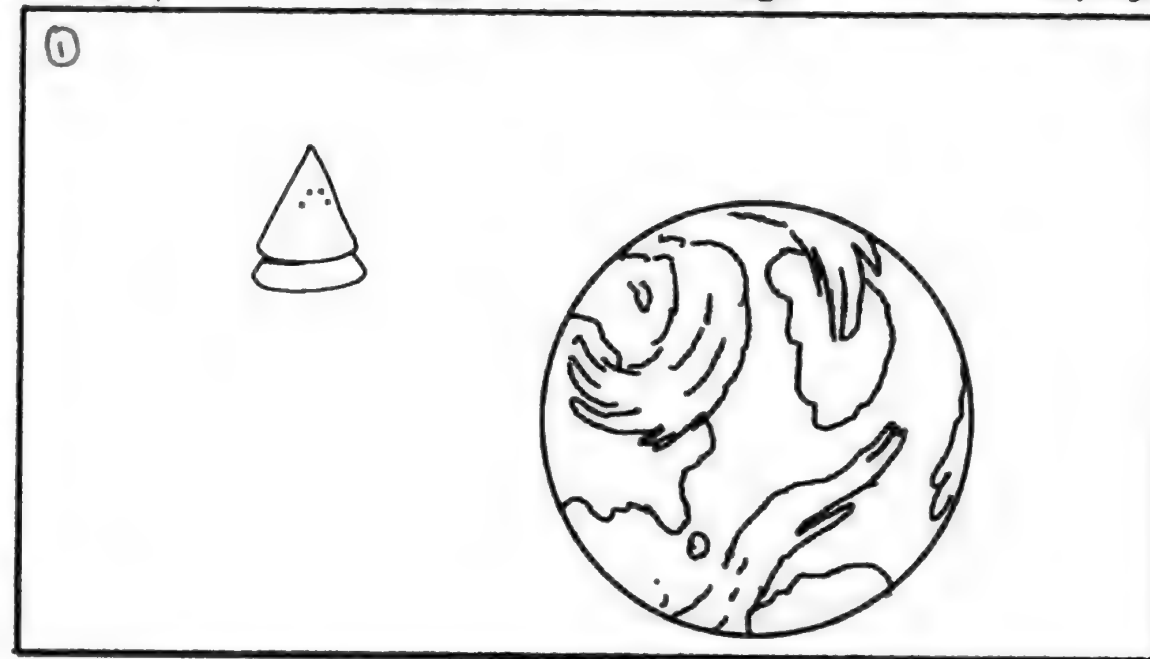


day night

Sc. 64

Pnl. A Bg.

day night



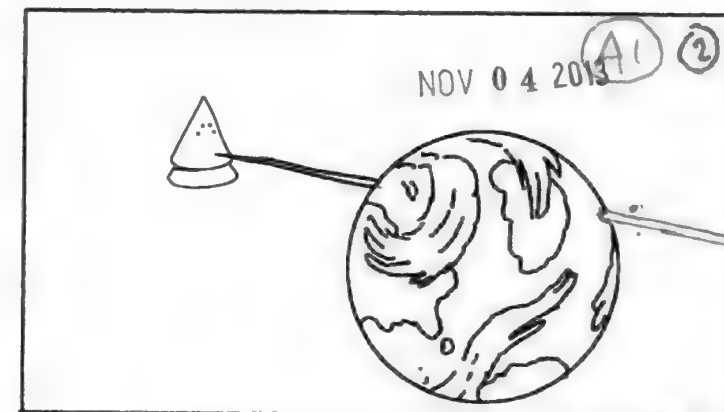
Dialog:

P/ REAL STINK FACES

Action: He starts sucking all the heads into the orifice.

Timing:

1. CUBE IS FLOATING NEXT TO A PLANET.
2. BEAM SHOTS OUT OF CUBE INTO PLANET.



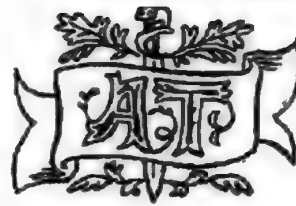
1025-166

EPISODE #

1025/166

1025/166

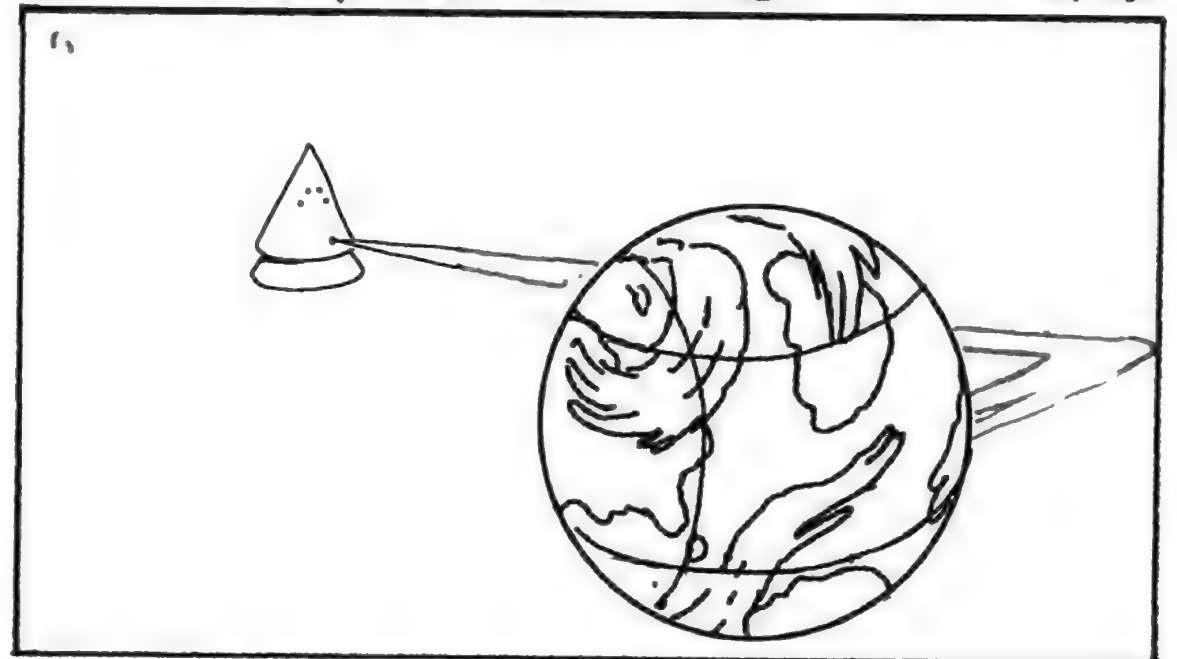
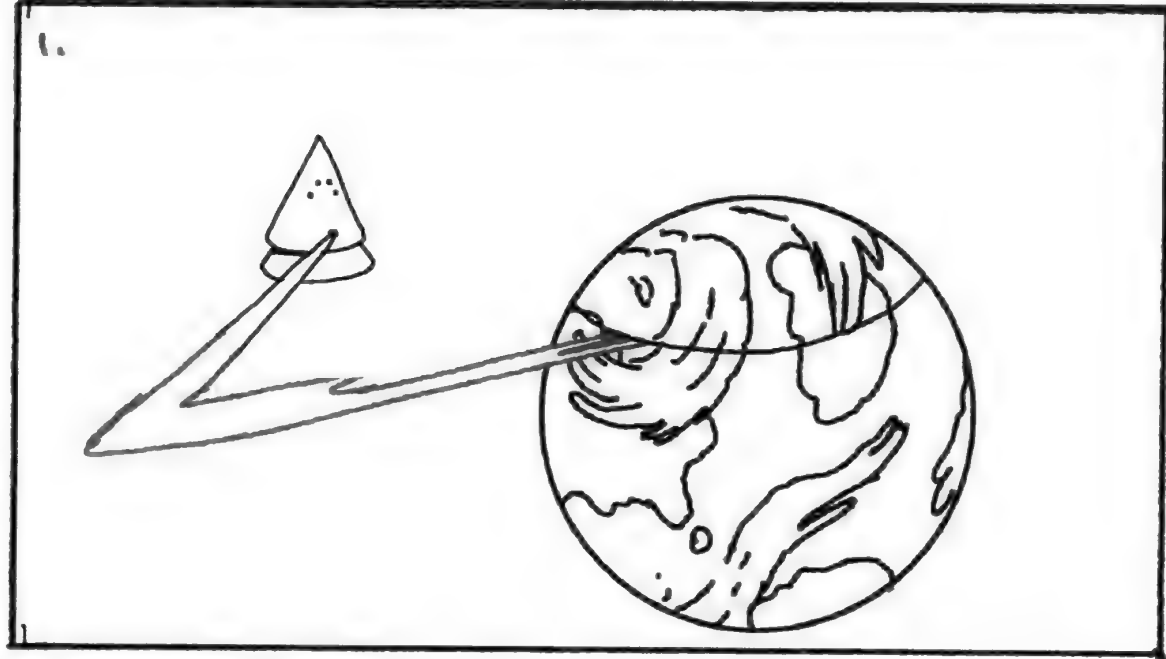
# ADVENTURE TIME



Page **73**

Sc. **64 CONT** Pnl. **B** Bg. day night

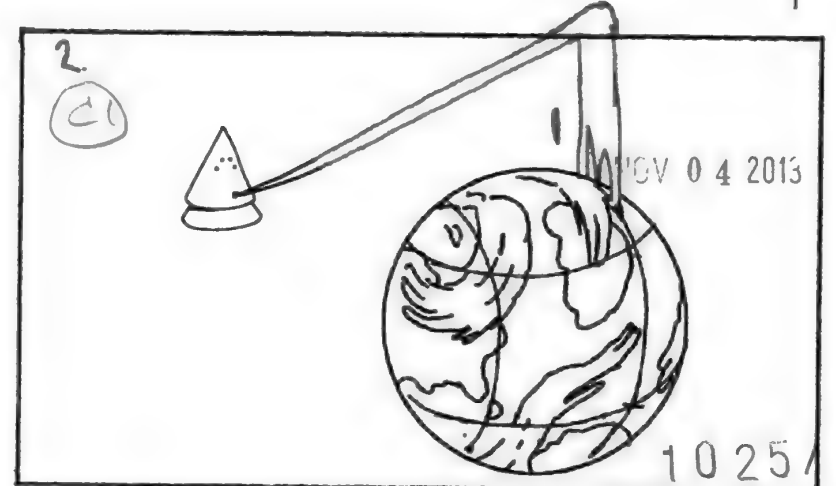
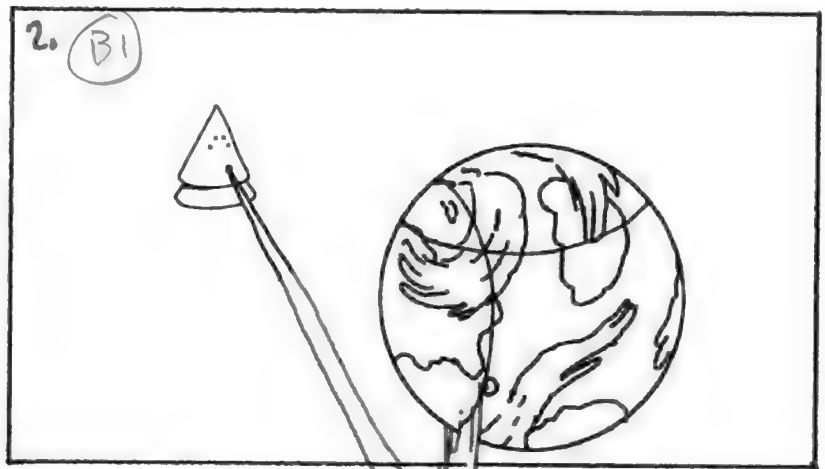
Sc. **64 CONT** Pnl. **C** Bg. day night



Dialog:

Action: 1. BEAM CUT  
THROUGH PLANET.

Timing:



1025-166

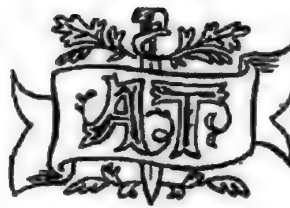
EPISODE #

1025/166

1025/166

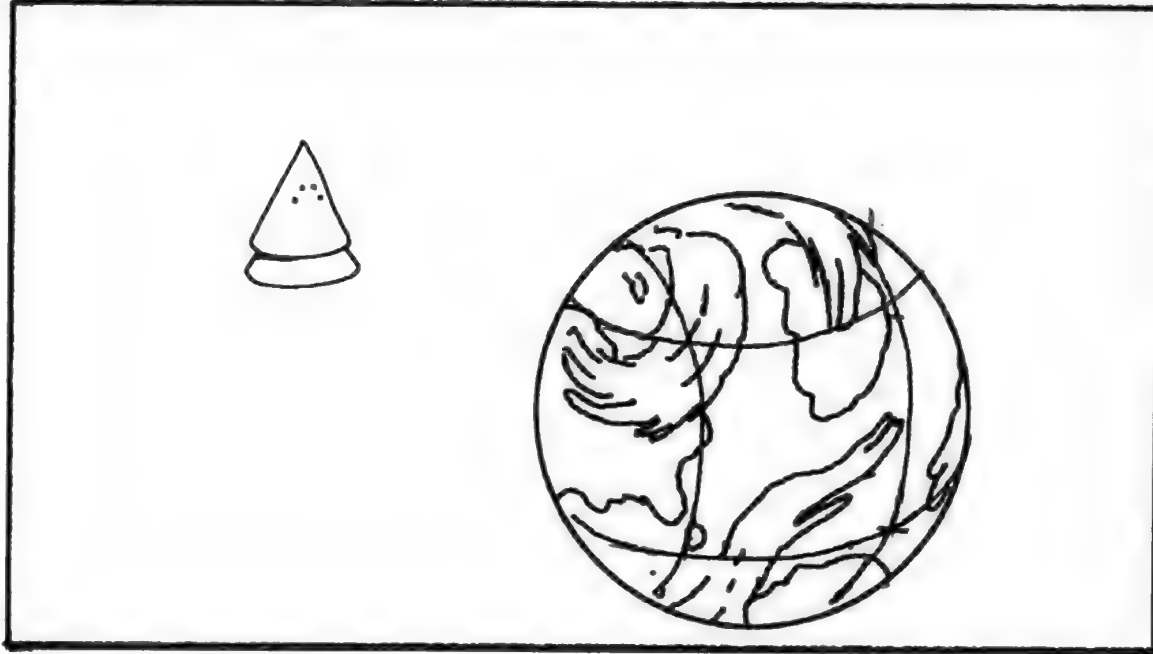
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# ADVENTURE TIME

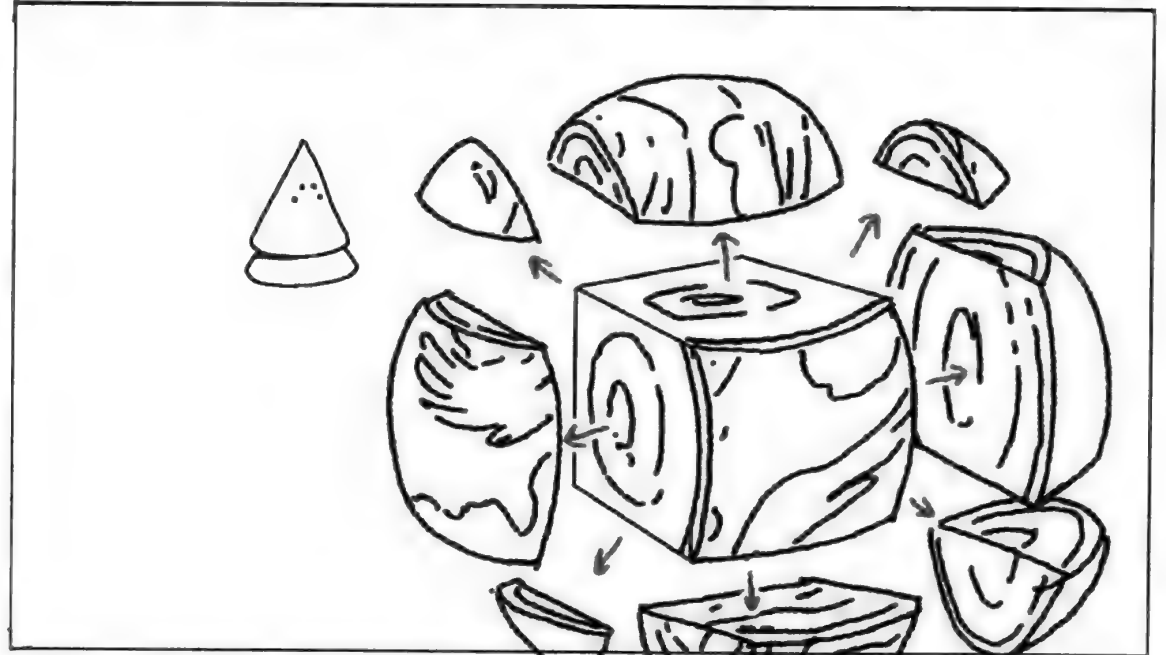


Page 74

Sc. 64 cont Pnl. D Bg. day night



Sc. 64 cont Pnl. E Bg. day night



Dialog:

Bent.

Action:

Pieces of Planet start to float away  
Revealing A new cube shaped planet.

Timing:

1025-166

EPISODE #

1025/166

Production :

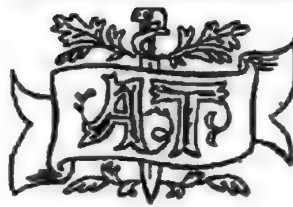
1025/166

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1025/166

Cut

# ADVENTURE TIME



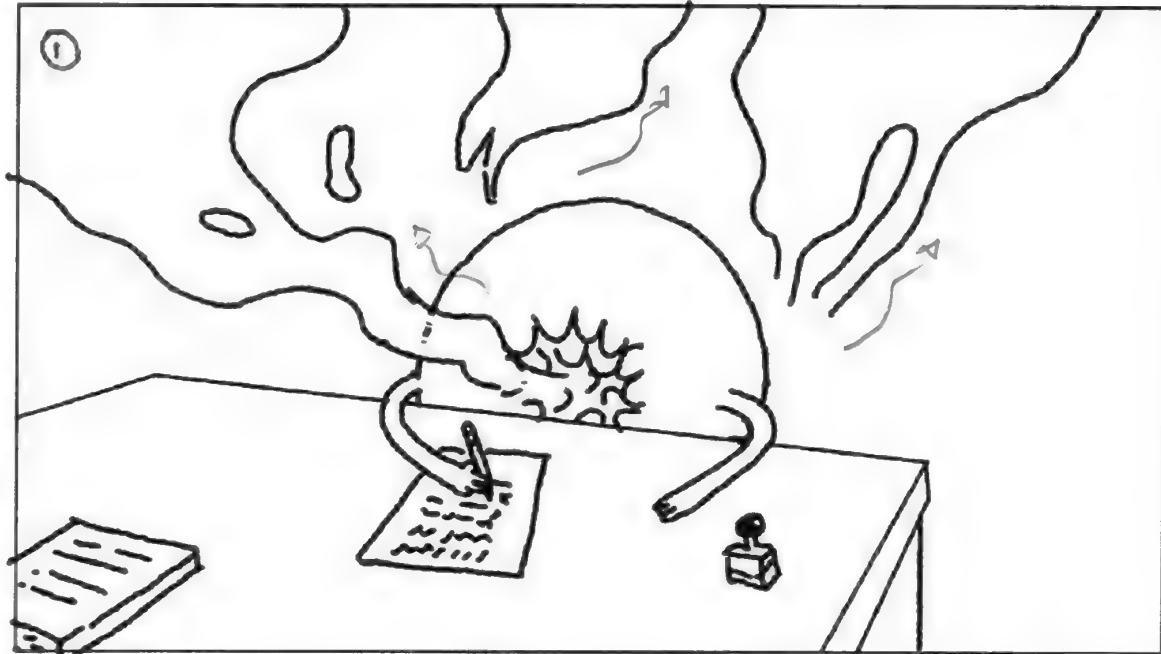
Page 75

Sc. 65

Pnl. A

Bg.

day night

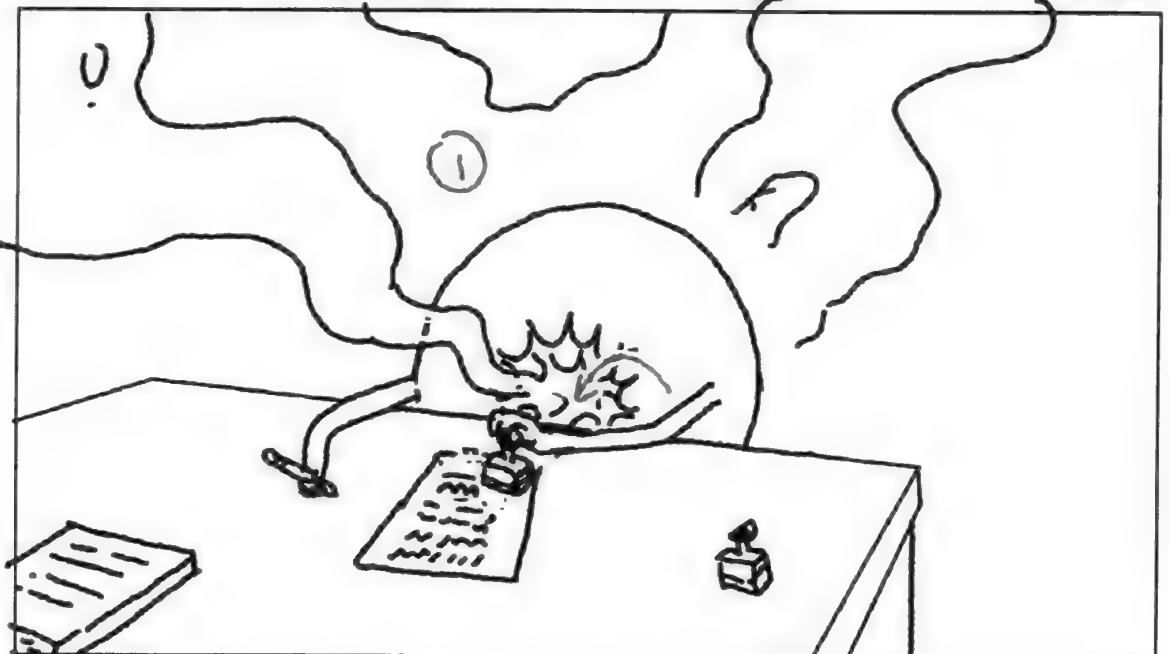


Sc. 65 CONT

Pnl. B

Bg.

day night



Dialog:

P: THESE GUYS ARE THE PITS

Action:

He signs  
it.

Timing:



GRABS  
STAMP.



HE STAMPS  
FORM.



NOV 04 2013

1025-166

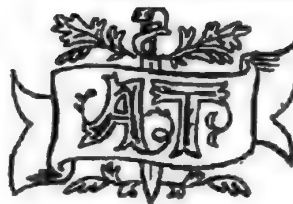
EPISODE #

1025/166

Production :

1025/166

# ADVENTURE TIME



Sc.

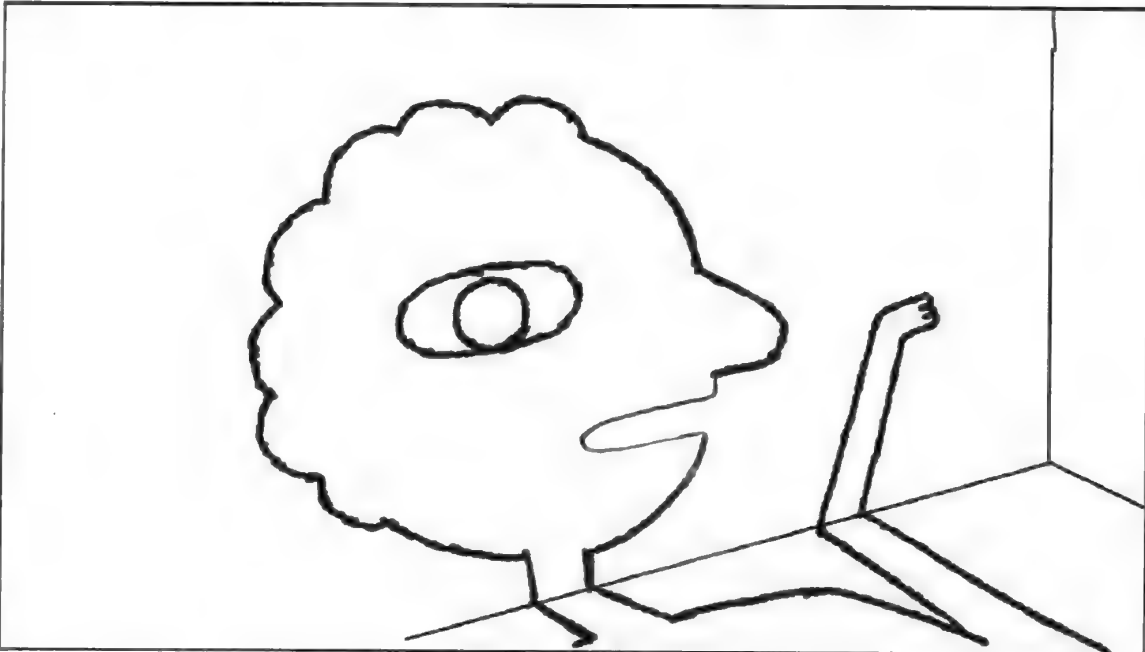
66

Pnl.

A

Bg.

day night



Sc.

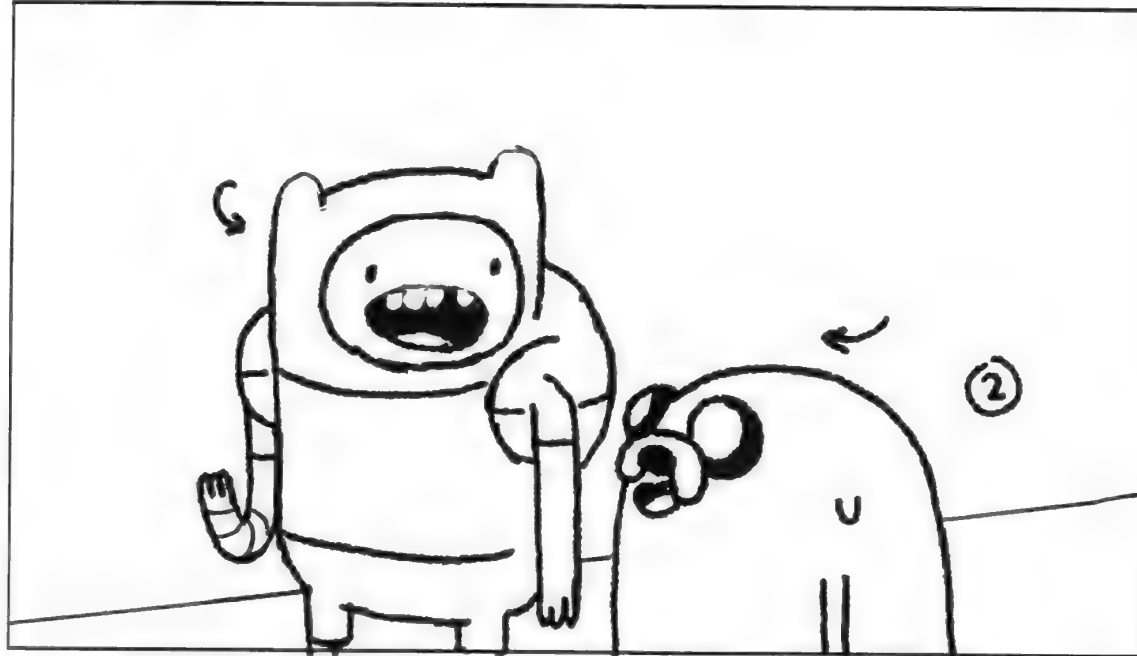
67

Pnl.

A

Bg.

day night



Dialog:

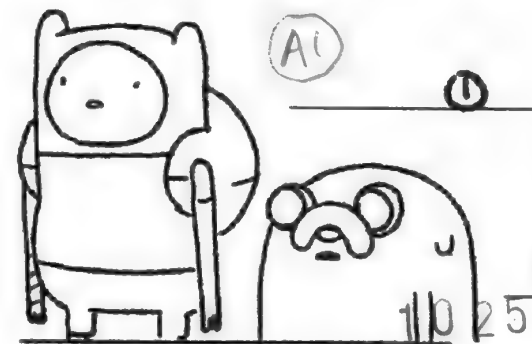
Ⓟ THE ARM PITS...

F/ HEY, MY DAD MUST BE LIKE, THE WARDEN THERE.  
J/ SURE.

Action:

NOV 04 2013

Timing:



Production :

EPISODE # 1025-166

1025/166

Page 76

1025/166

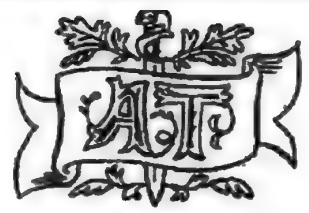
1025/166

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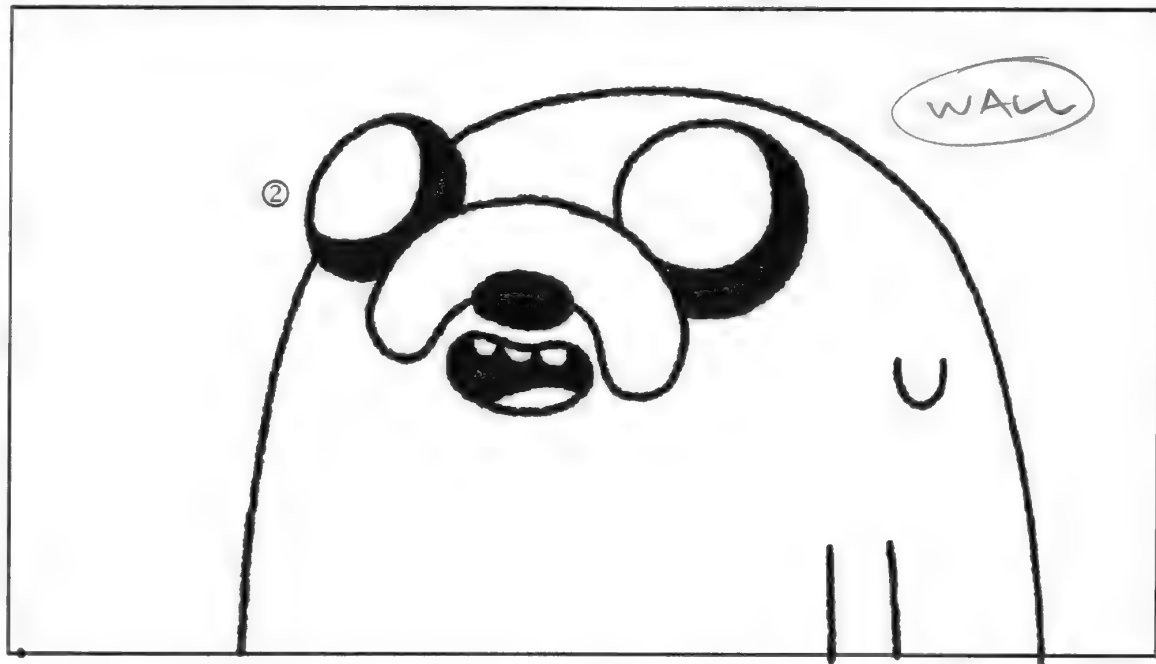
991/6791

14  
cut

# ADVENTURE TIME



Sc. **68** Pnl. **A** Bg. day night



Sc. **68 CONT** Pnl. **B** Bg. day night



Dialog:	
J/ I KNOW YOU CAN'T GRANT ME AND FINN ANY MORE WISHES.	J/ SO WE BROUGHT SHELBY ALONG TO WISH ON OUR BEHALF. S/ HELLO.
Action:	SHELBY jumps onto Jakes shoulder.
Timing:	

cut

EPISODE # 1025-166

1025/166

Production :

NOV 04 2011

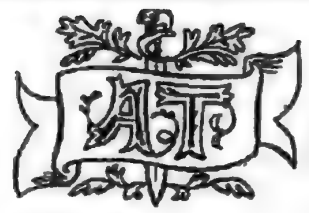
1025/166

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9/9/1/5/20/1

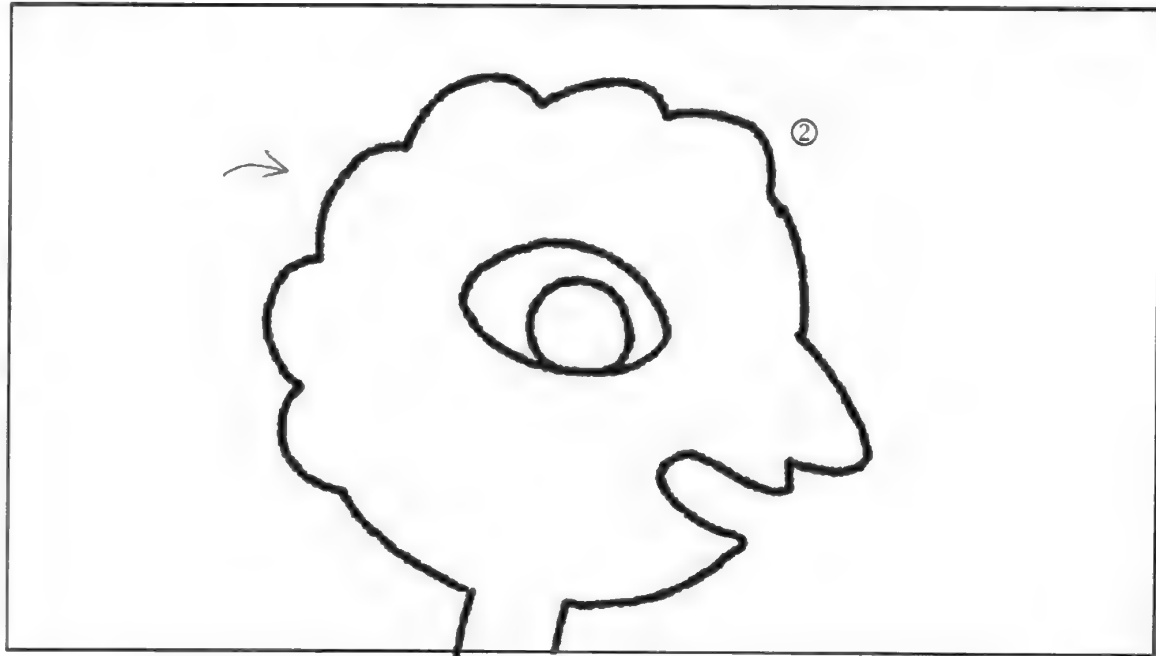
Cut

# ADVENTURE TIME

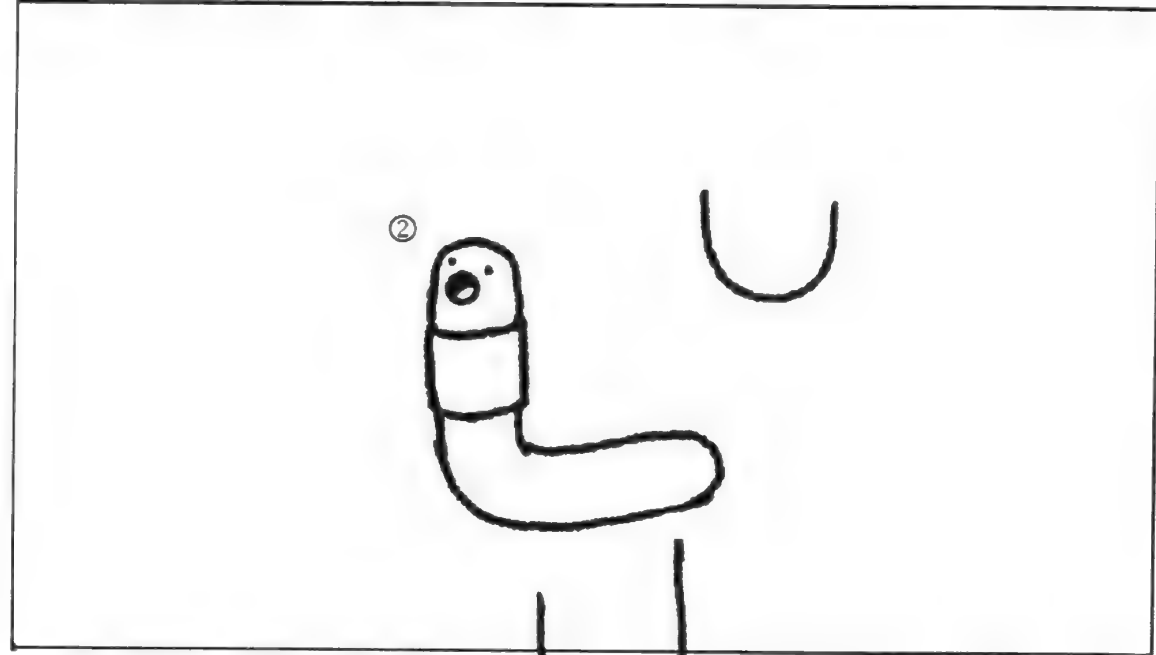


Cut

Sc. **69** Pnl. **A** Bg. day night



Sc. **70** Pnl. **A** Bg. day night

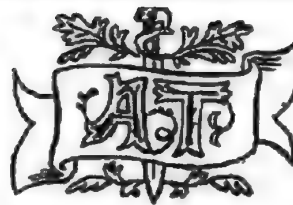


Dialog:	<b>P/ HA! Lookit THAT - A LITTLE GUY.</b>		<b>S: SO. I WISH FOODR..</b>	
Action:				
Timing:			NOV 04 2015	

Production : 1025-166  
EPISODE # 1025/166



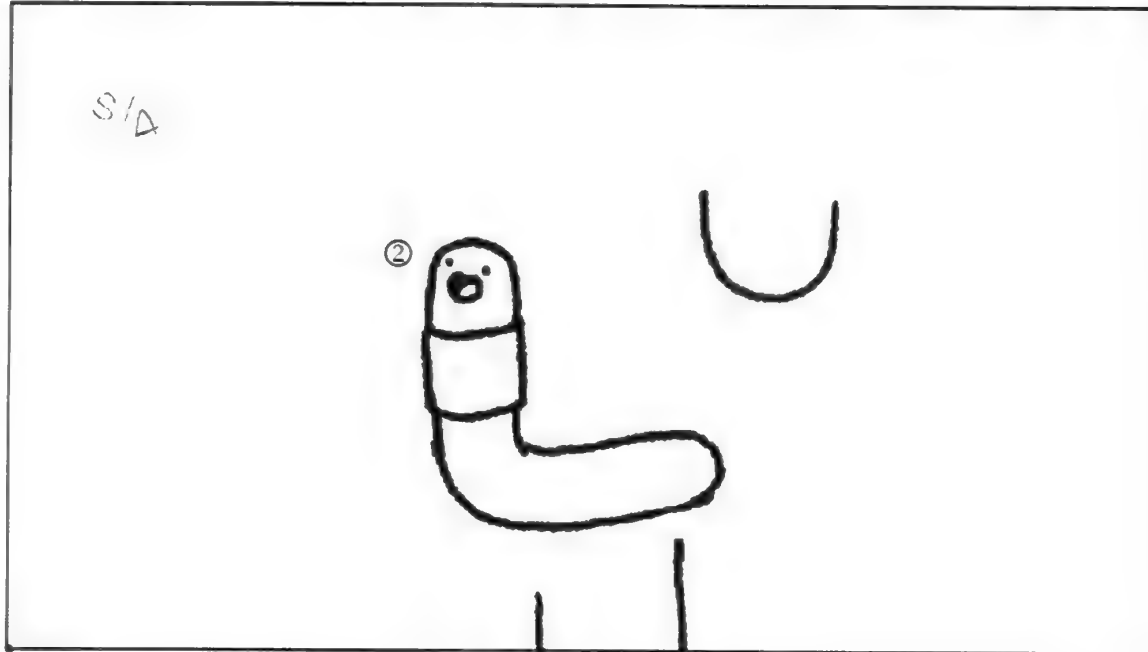
# ADVENTURE TIME



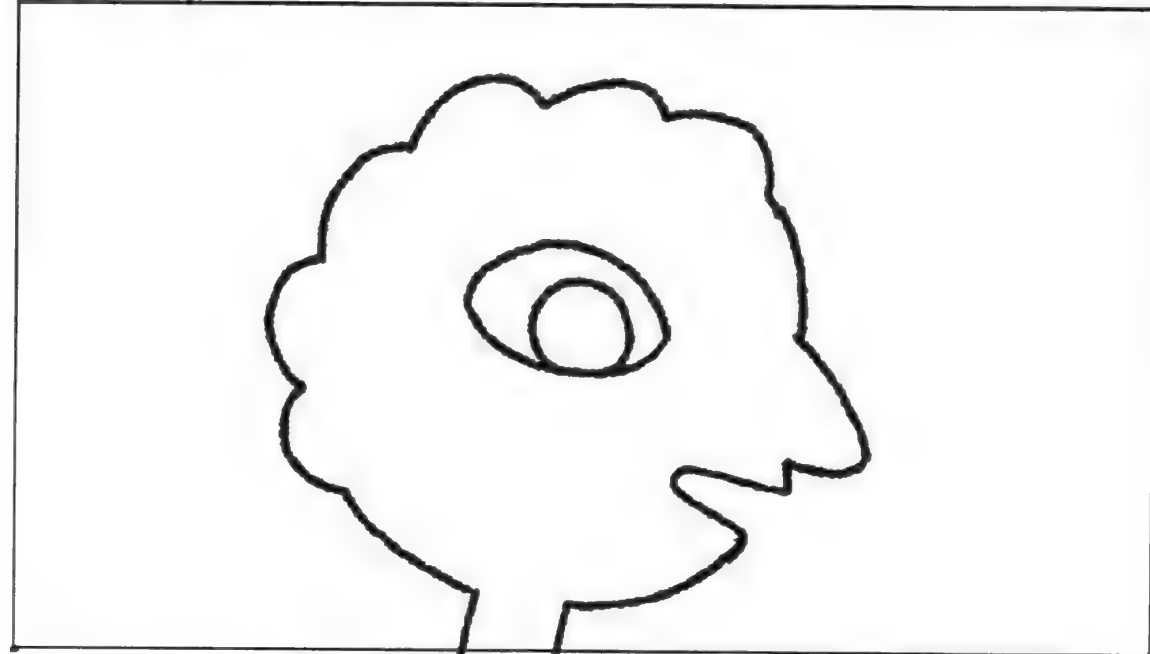
Cut

Page 79

Sc. 70 CONT Pnl. B Bg. day night



Sc. 71 Pnl. A Bg. day night



Cut

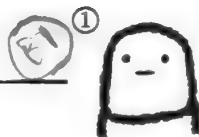
Dialog:

S/ ... A PONY FOR MY GF.

P/ DONE.

Action:

Timing:



NOV 04 2013

1025-166

EPISODE #

1025/166

Production :

1025/166

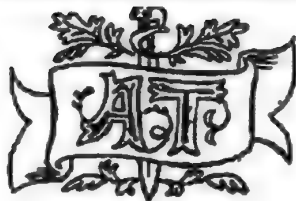


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1025/166

Cut

# ADVENTURE TIME



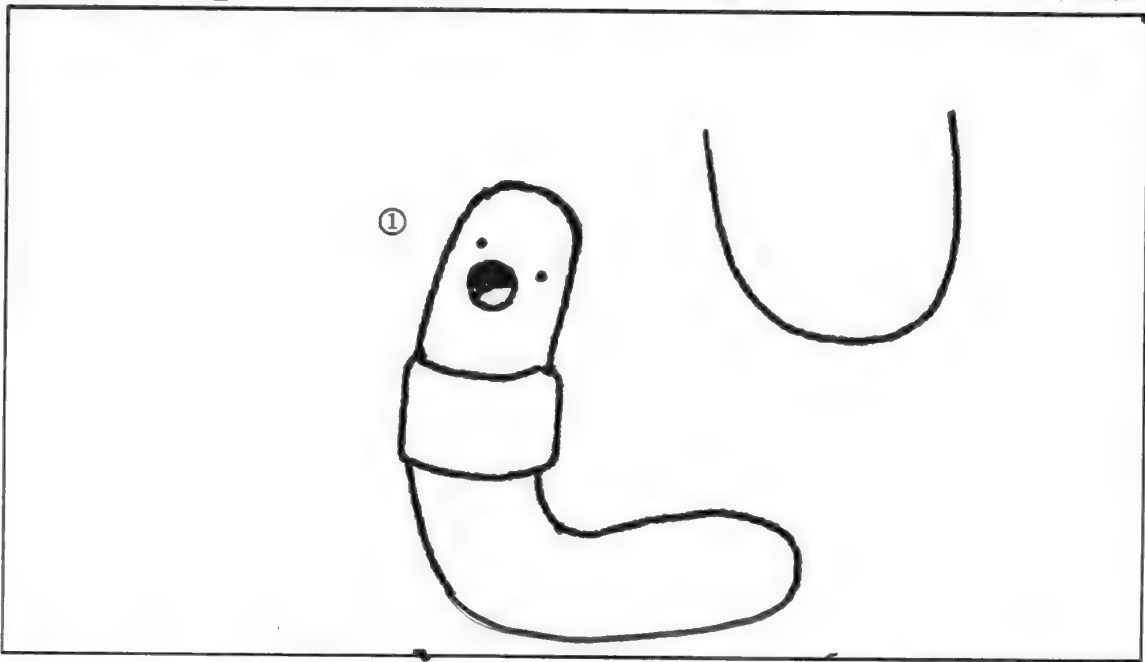
Has Cut

Page 80

Sc. 72 Pnl. A Bg. day night



Sc. 73 Pnl. A Bg. day night



Dialog:

J/ SHELBY!

S/ SORRY DUDES, MY GIRL'S BEEN HOUNDIN' ME FOR A PONY FOR MONTHS. I'M GONNA GET MAD POINTS FOR THIS.

Action:

Timing:



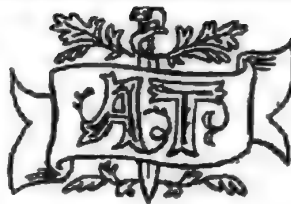
EPISODE # 1025-166

1025/166

Production :

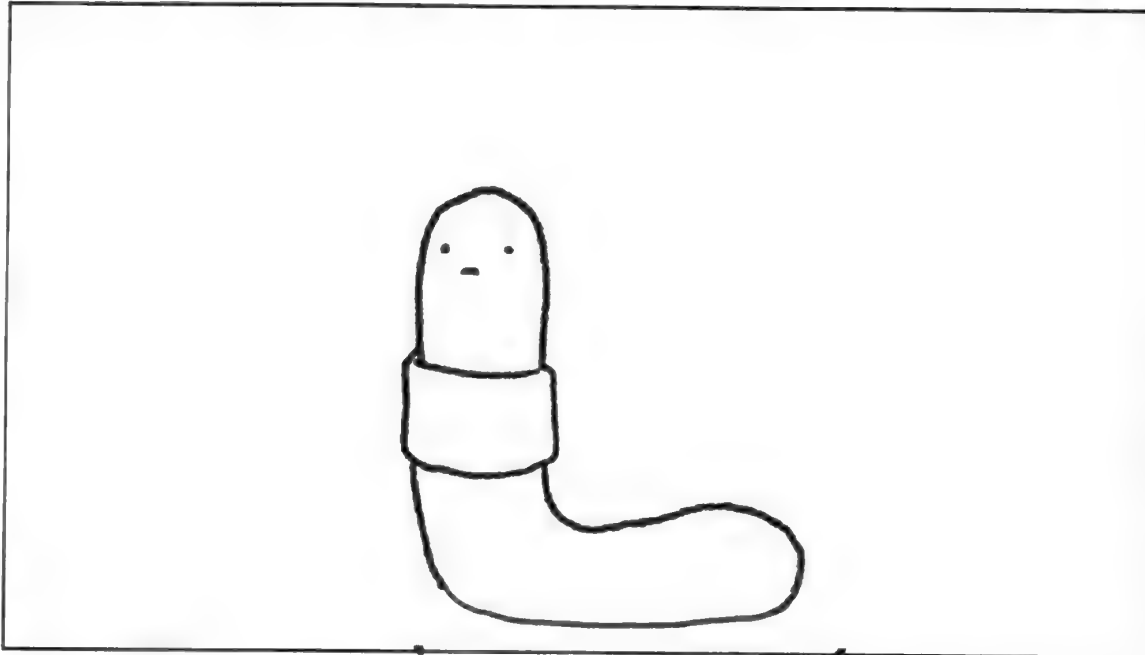
1025/166

# ADVENTURE TIME

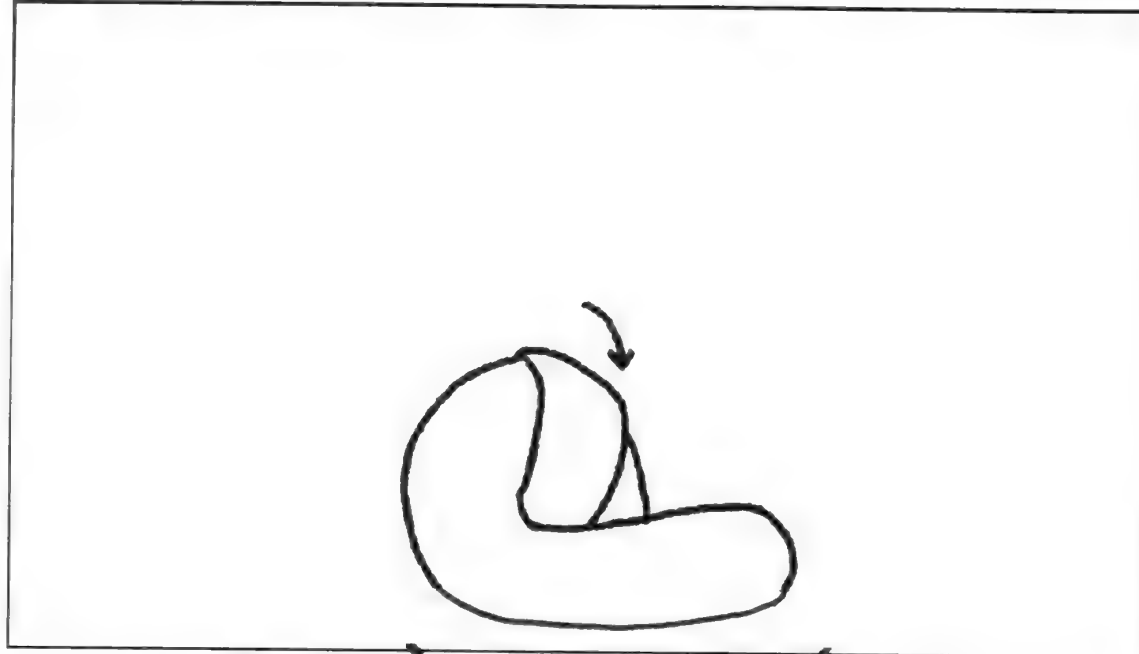


Page 81

Sc. 73 cont Pnl. B Bg. day night



Sc. 73 cont Pnl. C Bg. day night



Dialog:

SFX/ RING RING.

Action: we hear a cell phone Ring go off.  
(maybe a funny song)

SHELBY REACHES TO GET PHONE.

NOV 0 4 2013

Timing:

1025-166

EPISODE #

1025/166

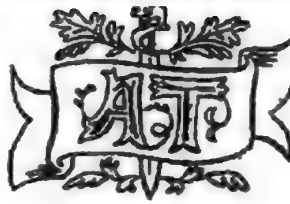
Production :

1025/166

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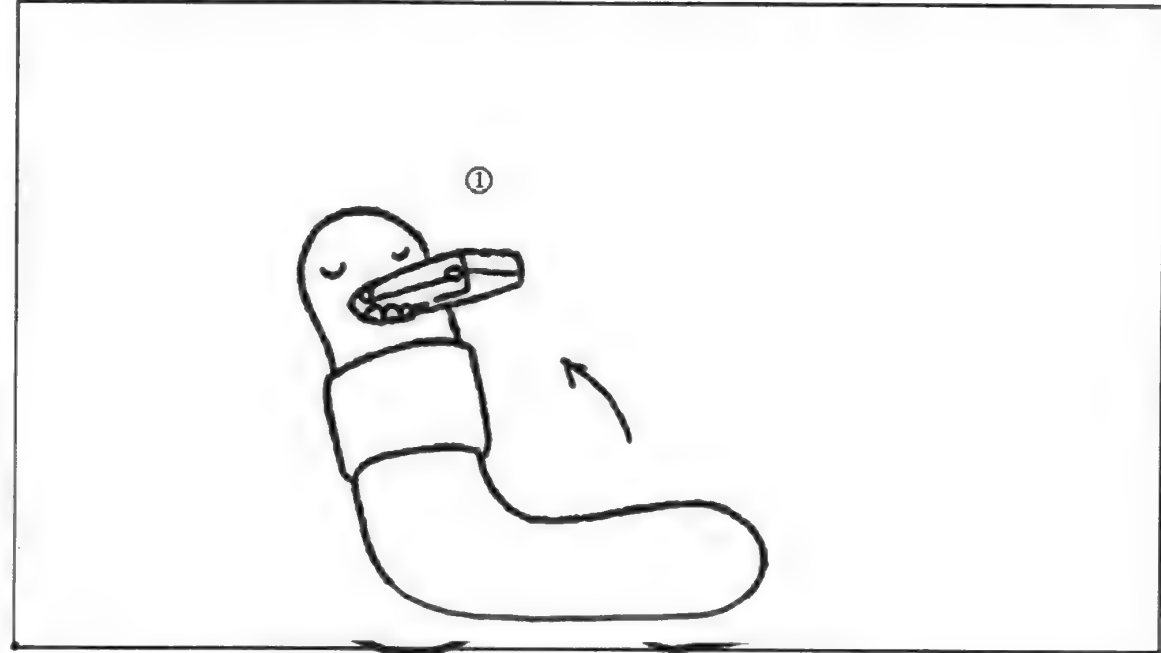
1025/166

# ADVENTURE TIME

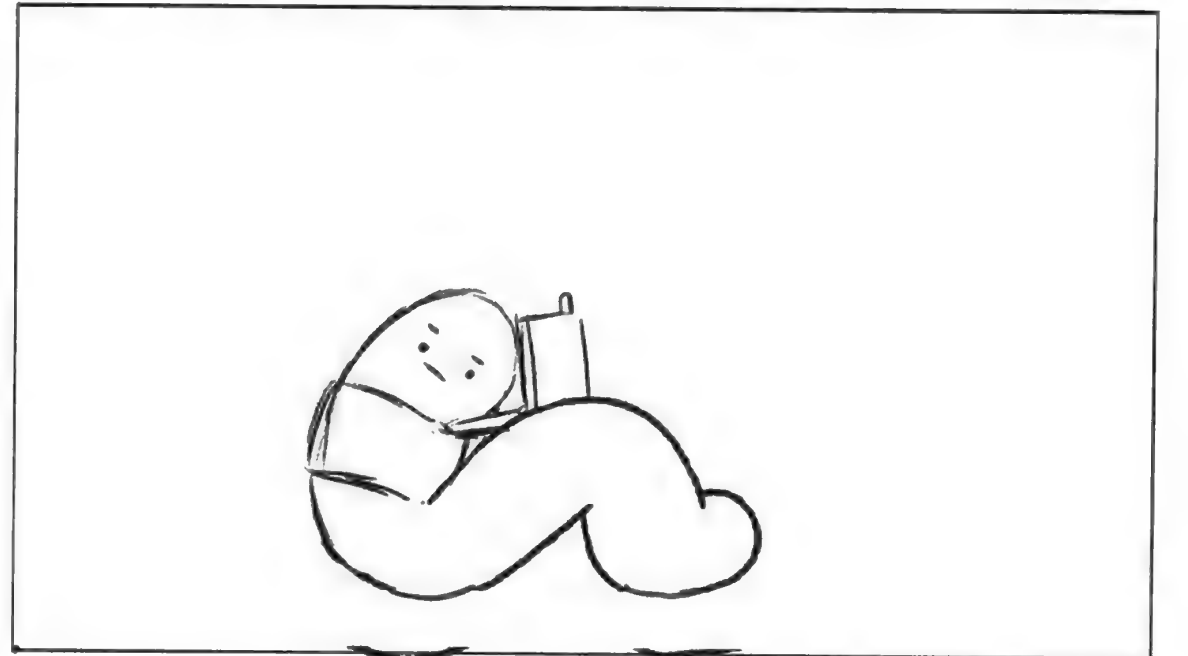


Page **82**

Sc. **73 cont** Pnl. **D** Bg. day night



Sc. **73 cont** Pnl. **E** Bg. day night



Dialog:

Action:

Timing:



**SHELBY FLICKS HEAD  
Back opening the phone**

NOV 04 2013

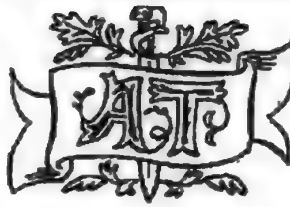
EPISODE # **1025-166**

**1025/166**

Production :

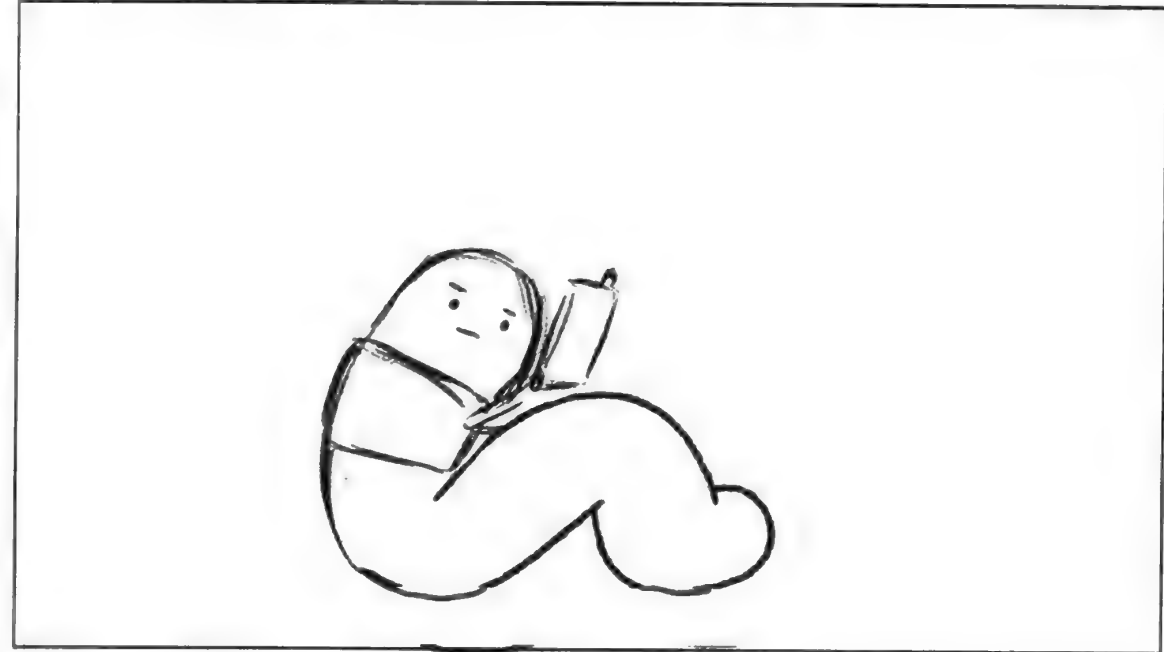
**1025/166**

# ADVENTURE TIME

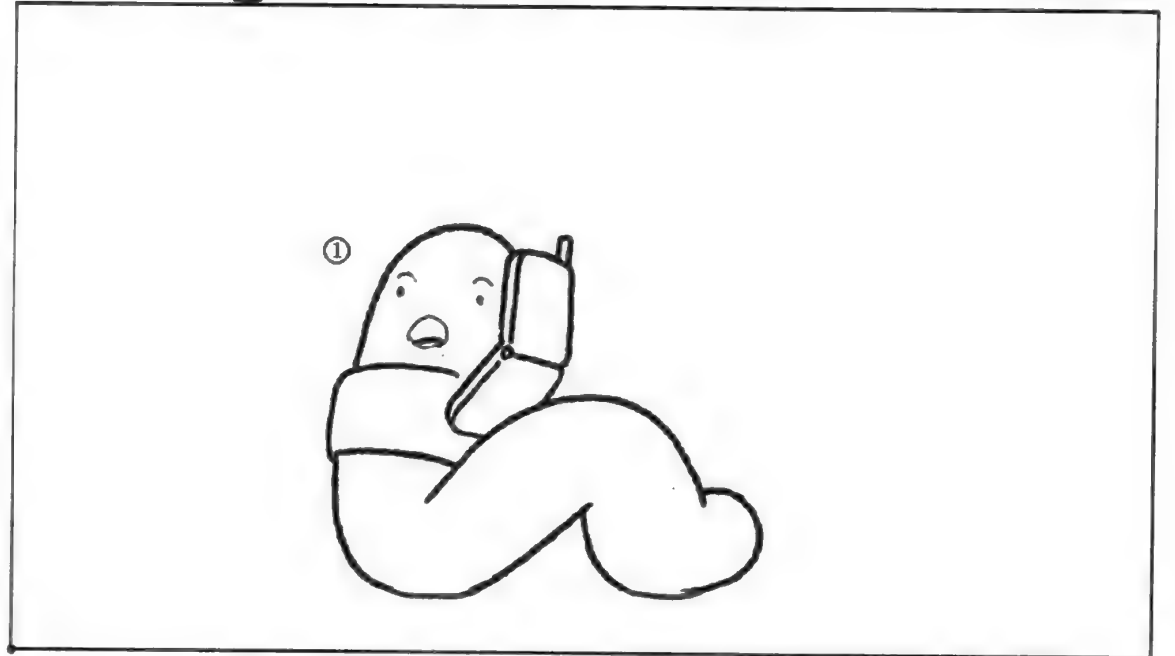


Page **83**

Sc. **73 cont** Pnl. **F** Bg. day night



Sc. **73 cont** Pnl. **G** Bg. day night



Dialog:	S/ OH HIII Oh you GOT IT /...	
	THAT'S GREAT.	
Action:		
Timing:		



NOV 04 2013

EPISODE # 1025-166

Production :

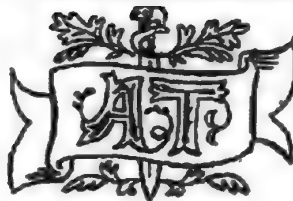
1025-166

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1025-166

1025-166

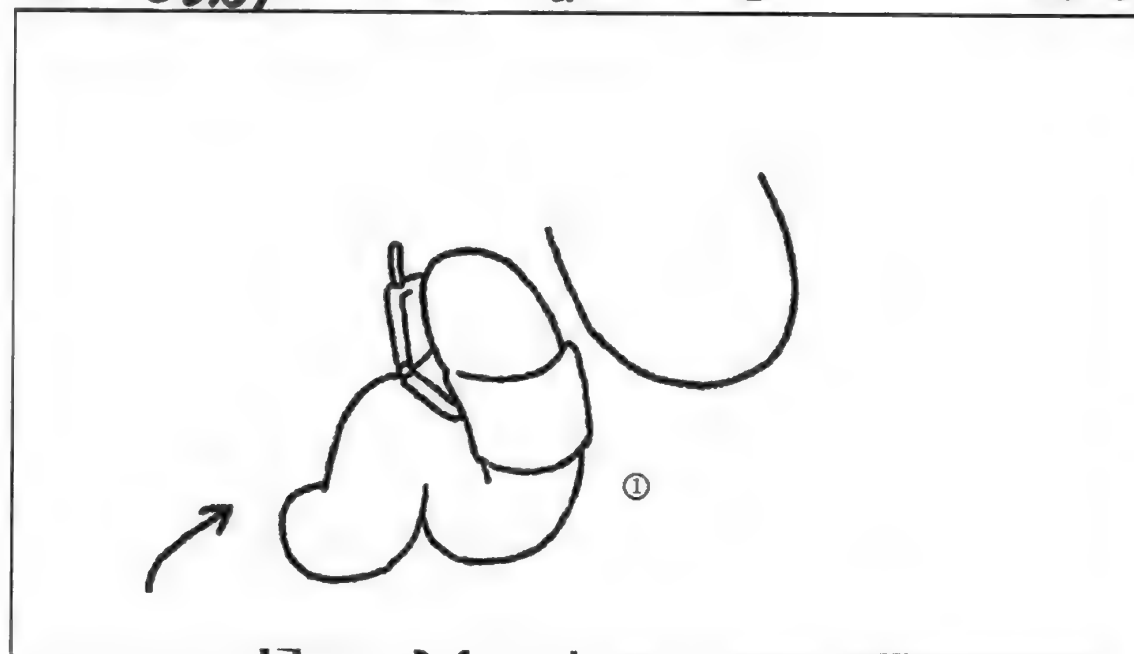
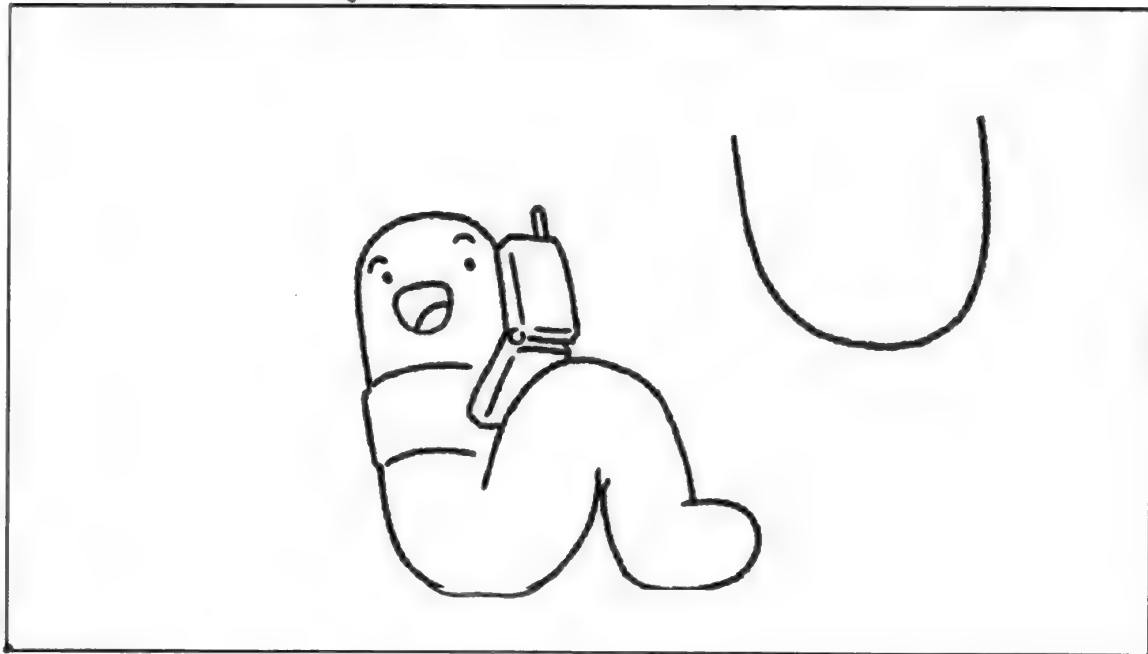
# ADVENTURE TIME



Sc. 73 CONT Pnl. H Bg. day night

Sc. 73 CONT Pnl. I Bg. day night

Page 84  
84 NEXT  
day night



Dialog:

S: YOU LIKE HIM? UH-HUH?

Action:  
NOTE TO TIMING:  
ANIMATE THROUG  
POSE ②. IT IS  
A BREAKDOWN, NOT  
A KEY.  
Timing:



S: YOU'RE GONNA NAME  
HIM WHAT --

NOV 04 2013

SHELBY TURNS AND CRAWLS INTO  
JAKE'S EAR.



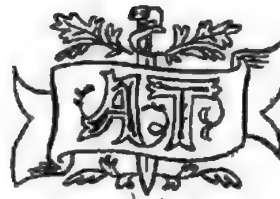
EPISODE # 1025-166

1025/166

Production :

1025/166

# ADVENTURE TIME



Page 84A  
BONEXT  
day night

Sc. 73 *CONT*

Pnl. J

Bg.

day night

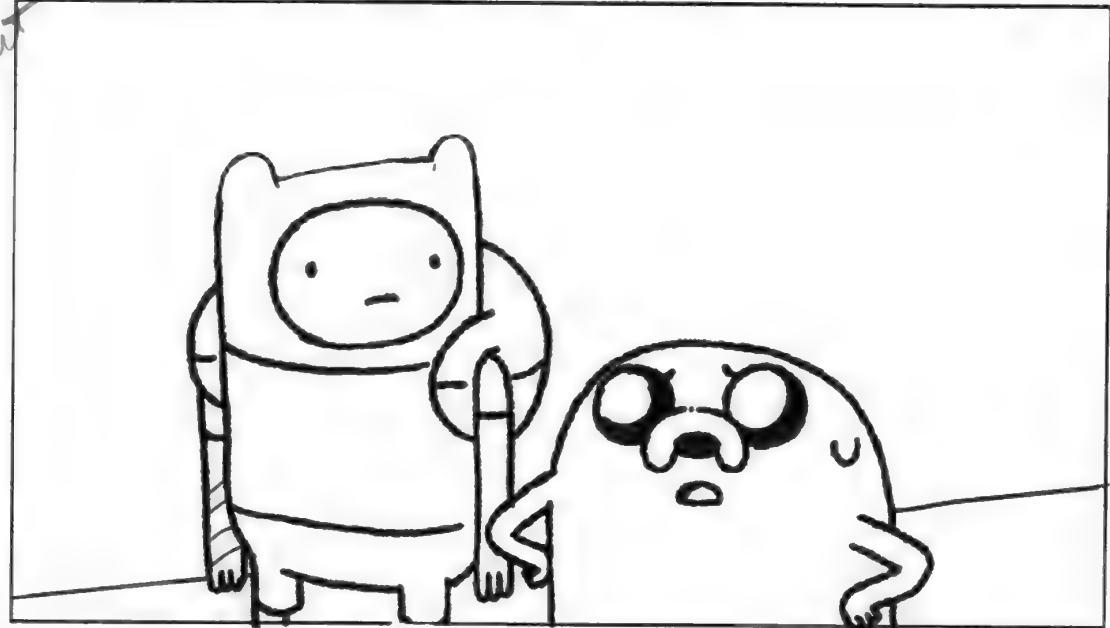
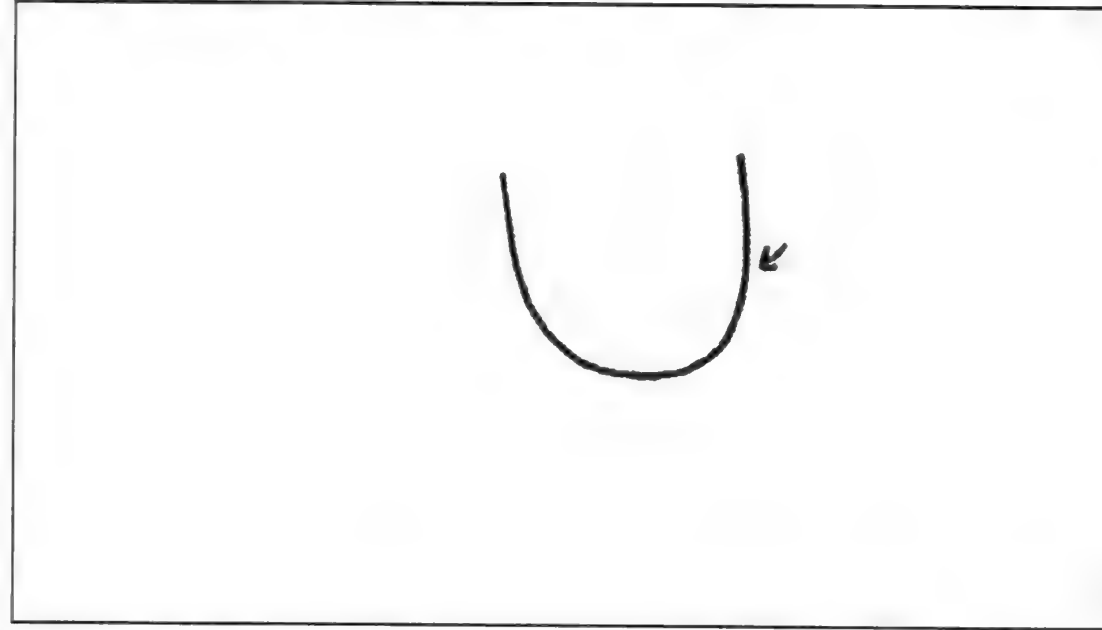
Sc.

74

Pnl. A

A

Bg.



Dialog:

S: "SPEEDBOAT"?

S: (MUFFLED) YEAH, THAT'S A GOOD ONE

NOV 04 2013

Action:

JAKE'S EAR FOLLS BACK INTO PLACE.

- JAKE LISTENS

Timing:



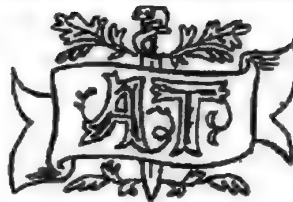
EPISODE # 1025-166

1025/166

Production :

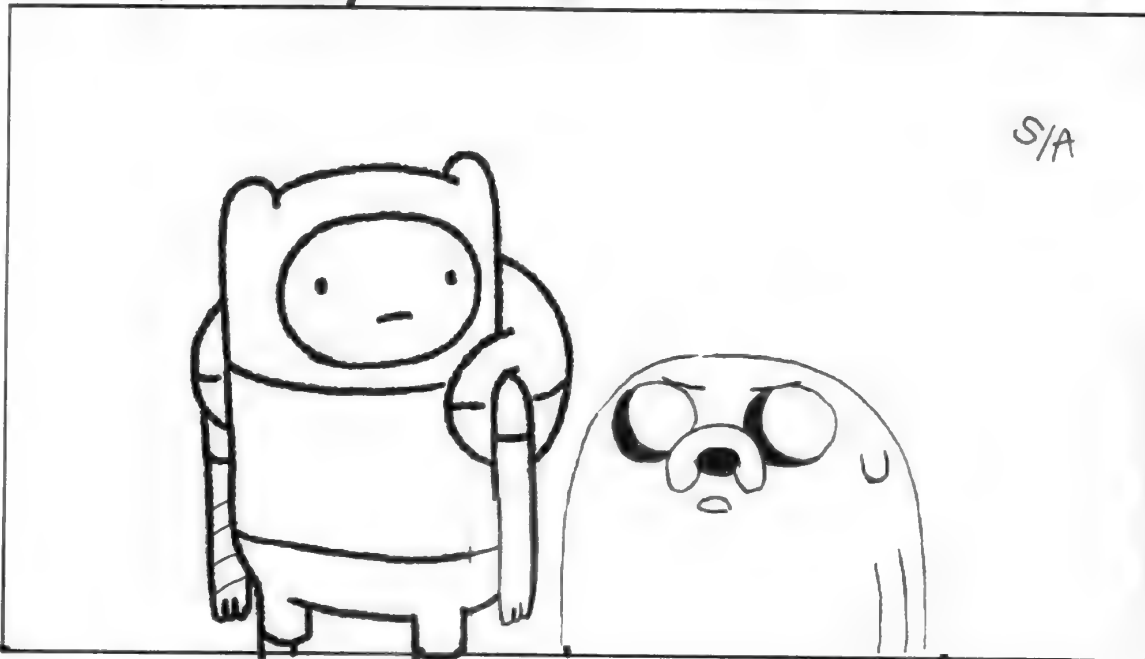
1025/166

# ADVENTURE TIME

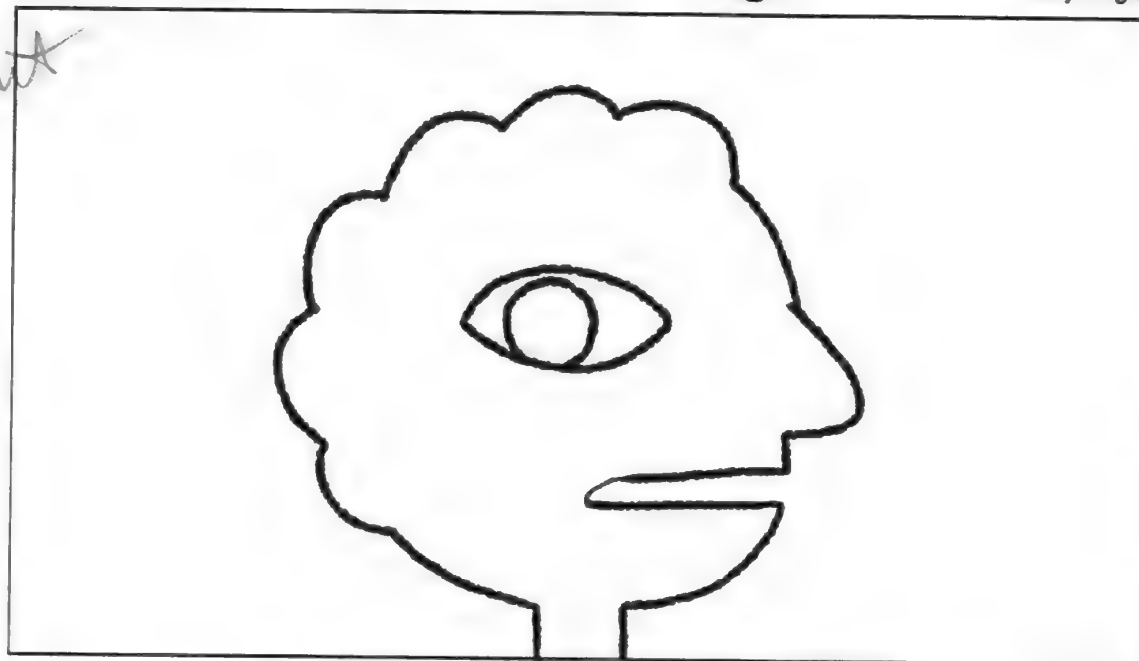


Page **85**

Sc. **74** *CONF* Pnl. **B** Bg. day night



Sc. **75** Pnl. **A** Bg. day night



Dialog:

**J/ DANG SHELBY**

**P/A WISH WOULDN'T HAVE WORKED  
ANYWAY.**

Action:

NOV 04 2013

Timing:

1025-166

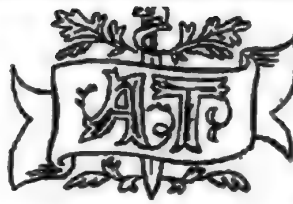
EPISODE #

1025/166

Production :

1025/166

# ADVENTURE TIME



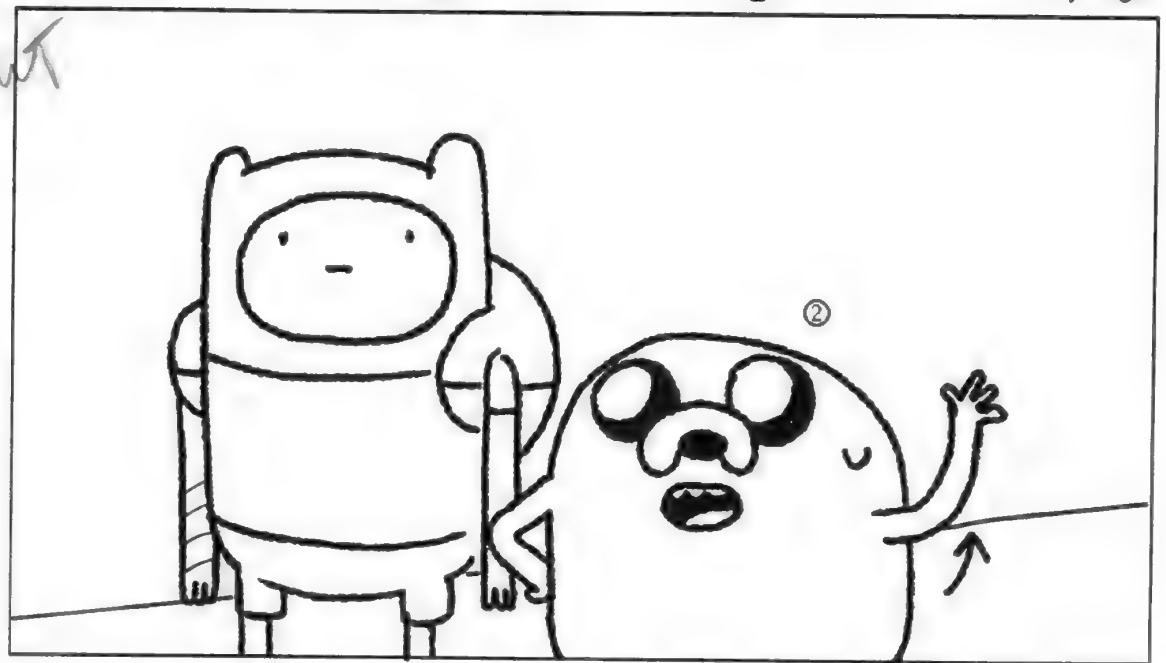
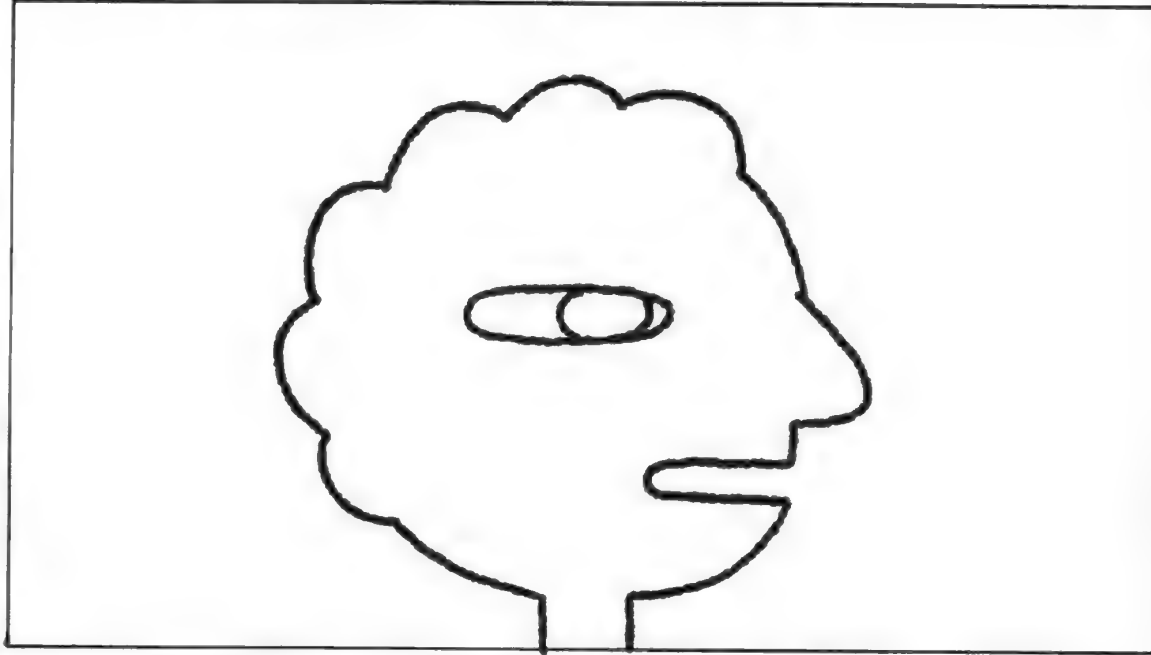
86

Sc. 75 cont Pnl. B Bg.

day night

Sc. 76 Pnl. A Bg.

Page 86 day night



Dialog:

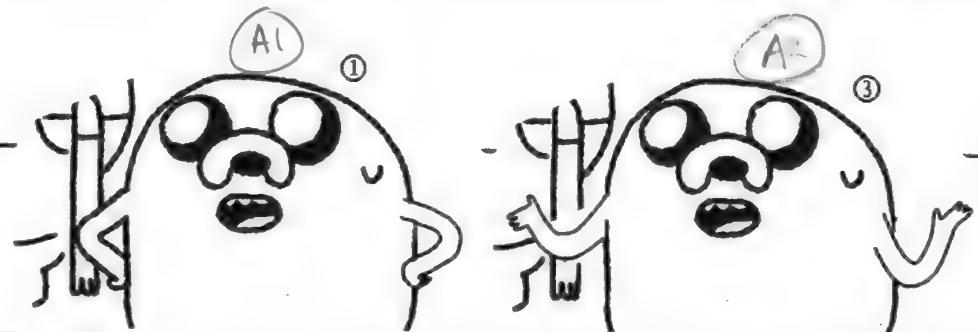
P/ YOU CAN ONLY GET TO THE CITADEL  
BY COMMITTING A COSMIC CRIME.

J/ SO WHATTAWA GOTTA DO ROB A COSMIC BARK?  
STEAL A SPACE BABY?

NOV 04 2013

Action:

Timing:



1025-166

EPISODE # 1025/166

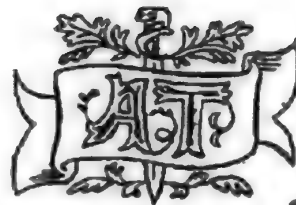
Production :

1025/166



HW  
CW

# ADVENTURE TIME



Page **87**

Sc. **77**

Pnl. **A**

Bg.

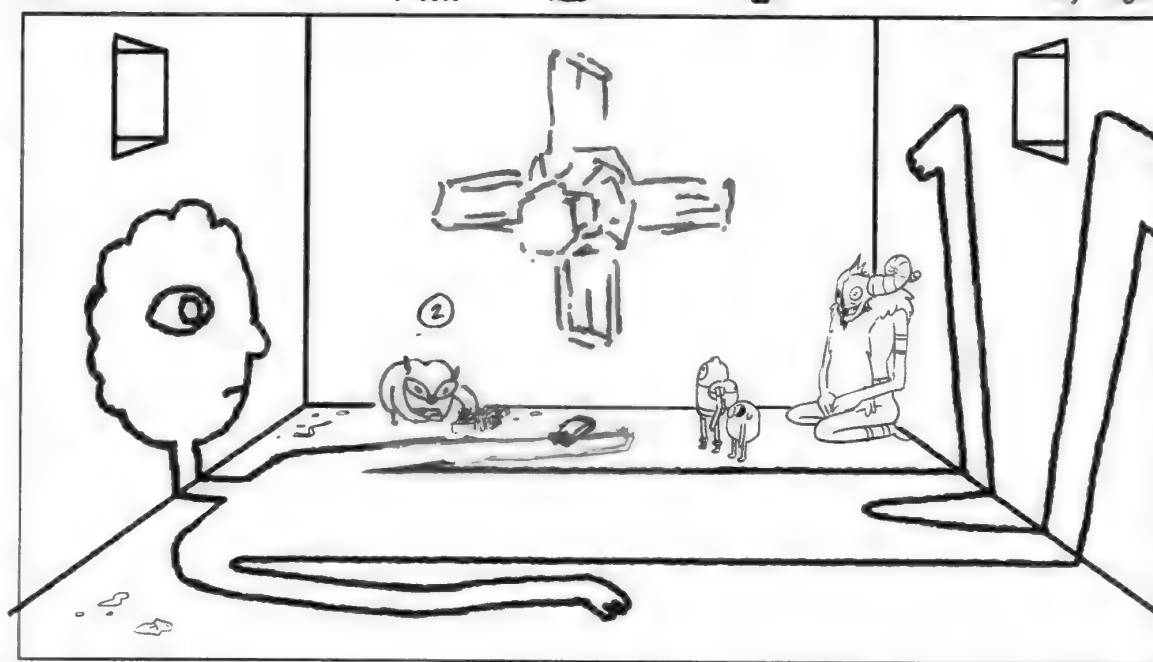
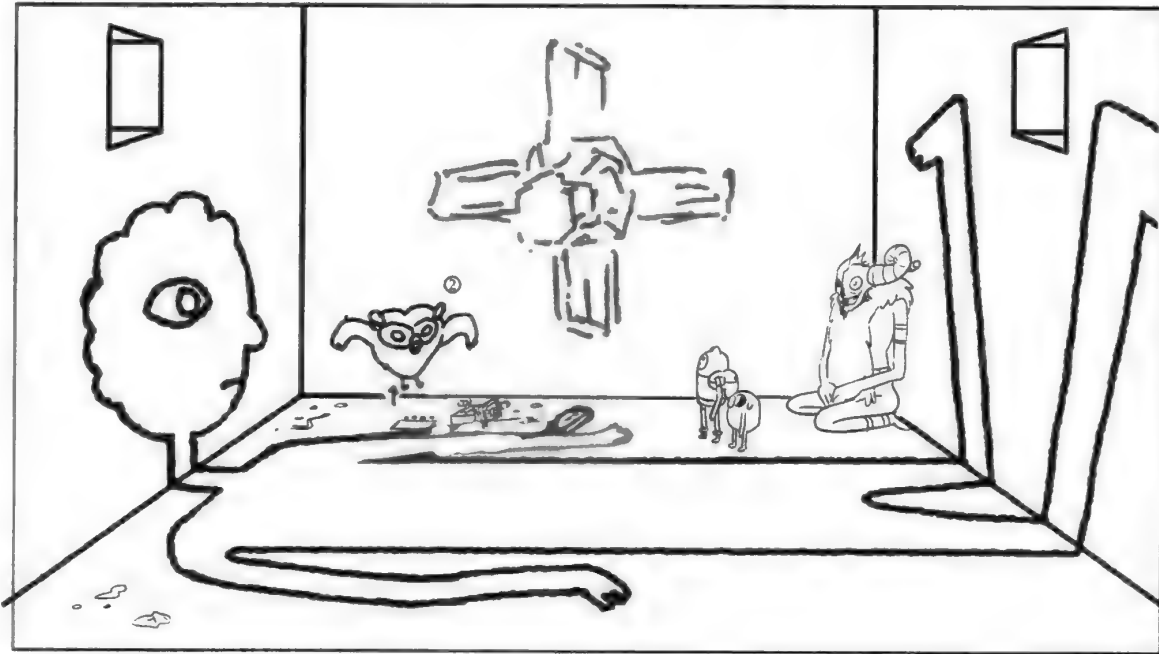
day night

Sc. **77 CONT**

Pnl. **B**

Bg.

day night



Dialog:

CO/ HOO! UHHH --

(QUICK)  
CO/ I JUST REMEMBERED I GOTTA GO HOME -  
GOTTA ... GROOM MY FEATHERS --

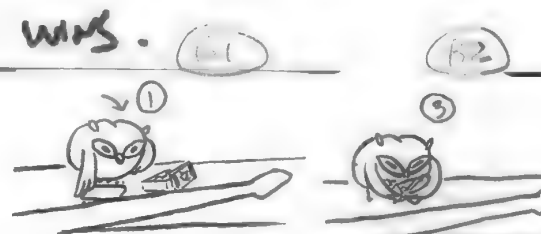
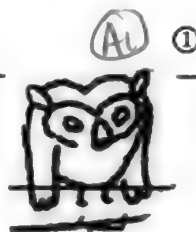
NOV 04 2013

Action:

- CO GETS NERVOUS ABOUT ALL THIS  
CRIME TALK

- He collects the board game all together under his

Timing:



1025/166

1025-166

EPISODE #

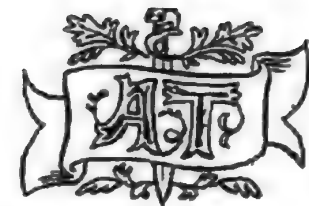
1025/166

Production :

1025/166

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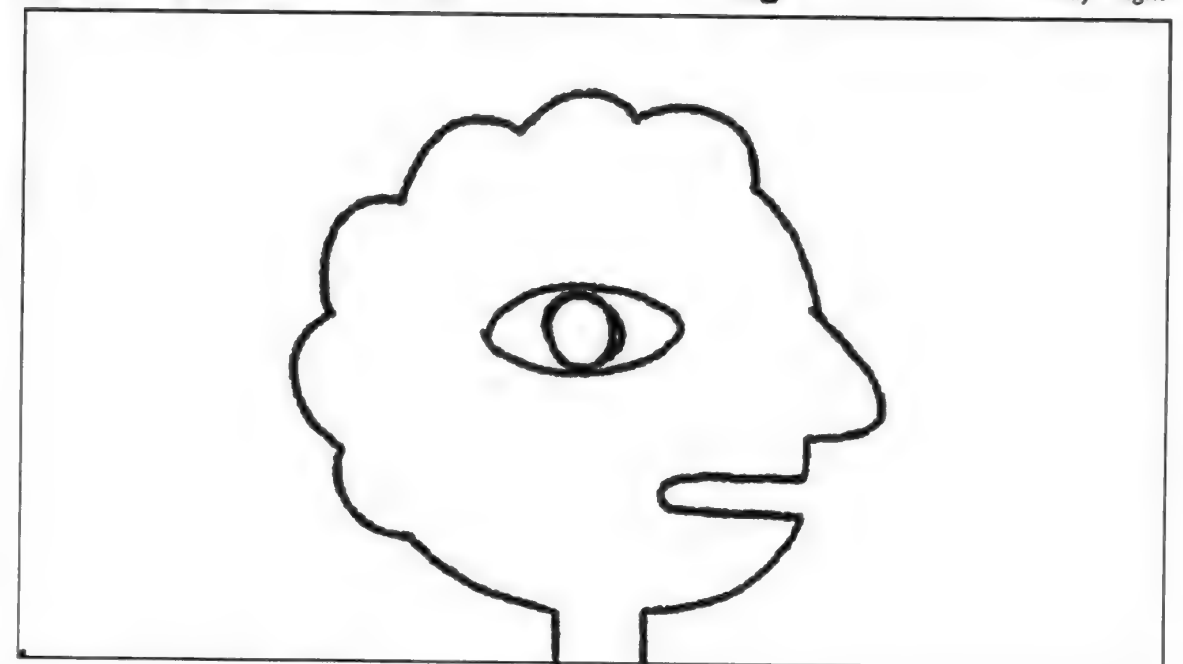
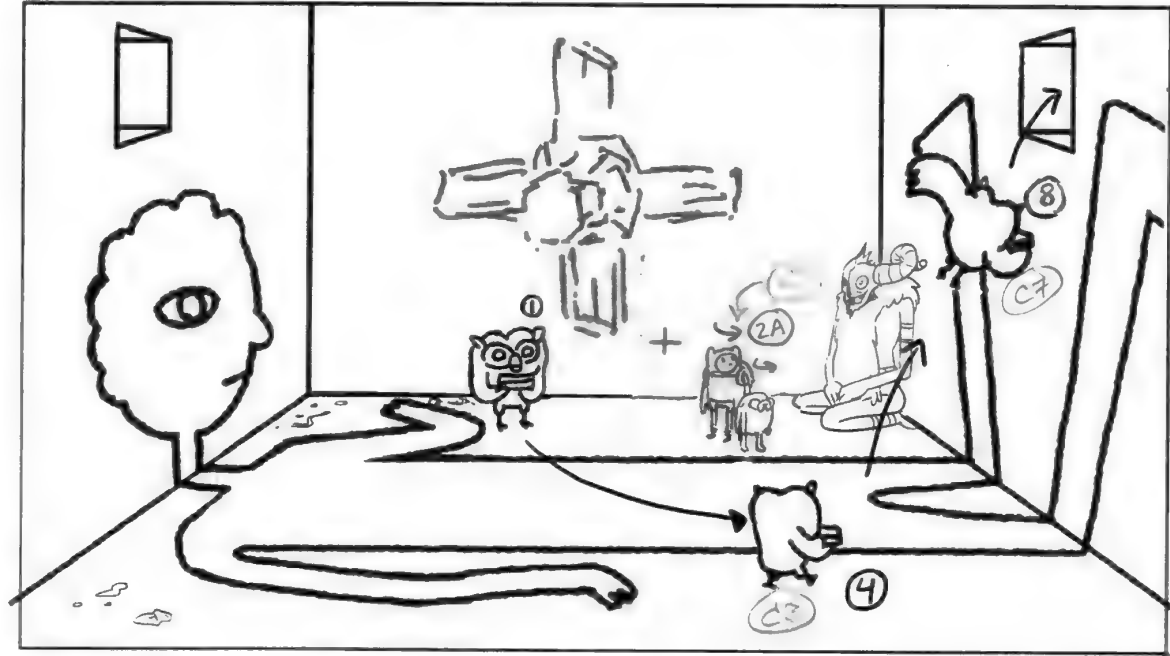
# ADVENTURE TIME



Hic Cut

Sc. 77 CONT Pnl. C Bg. day night

Sc. 78 Pnl. A Bg. day night



Dialog:

C0/ GOOD BYE GOOD BYE

Action:

Cosmic Owl Nervously Flies out of the cube.

Timing:

P/LISTEN. IF YOU GUYS ARE SERIOUS ABOUT THIS...

NOV 04 2013

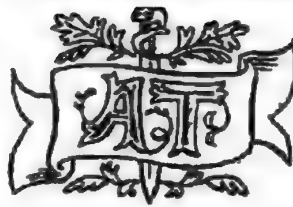
1025-166

EPISODE # 1025/166

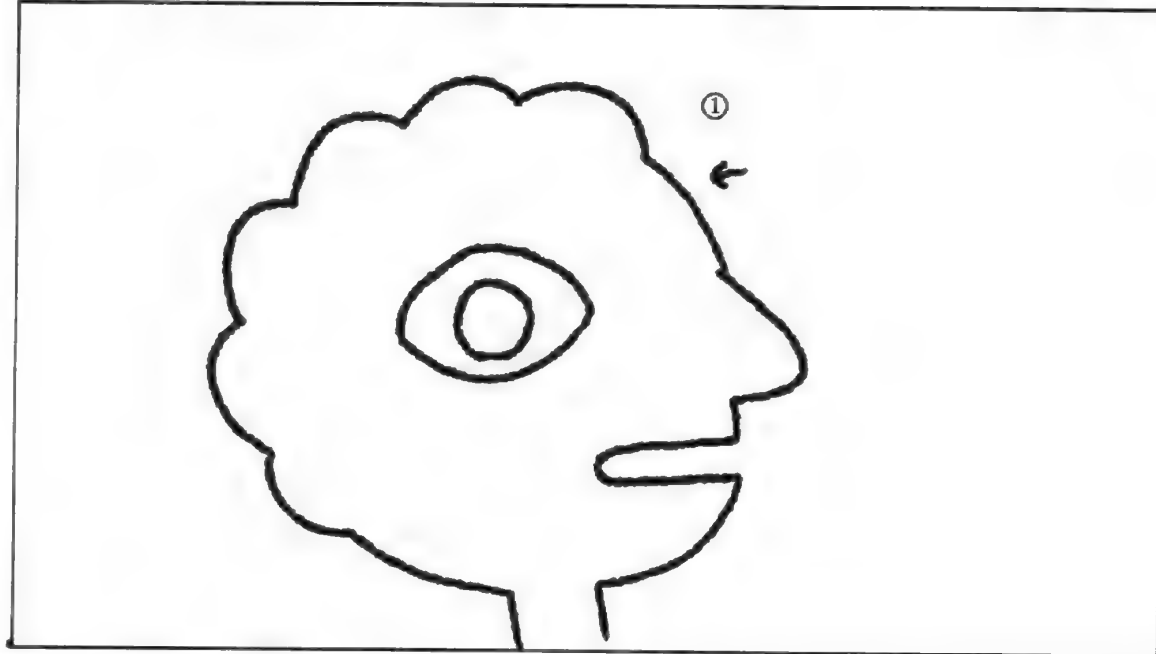
Production :

1025/166

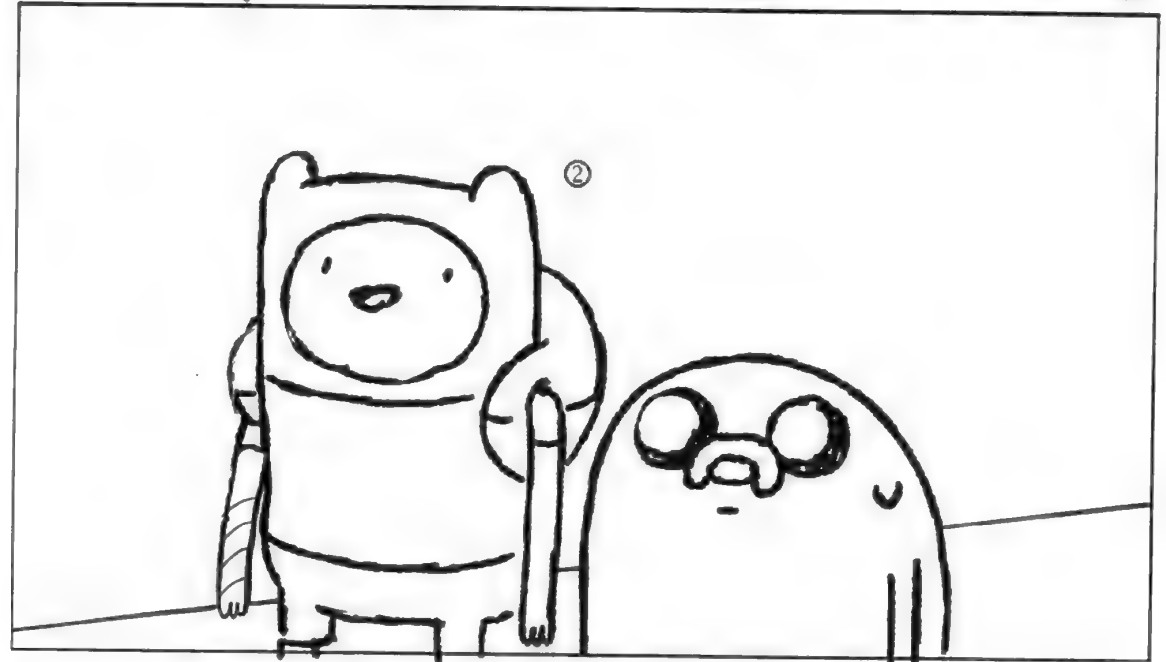
# ADVENTURE TIME



Sc. **78 cont** Pnl. **B** Bg. day night



Sc. **79** Pnl. **A** Bg. day night



Dialog:  
**P/... ALL YOU GOTTA DO IS FIND A CERTAIN SLEEPING OLD MAN AND BRING HIM HERE.**  
**F/ THAT'S IT?**

Action:  
 Timing:

NOV 0 4 2013

EPISODE # 1025-166

1025/166

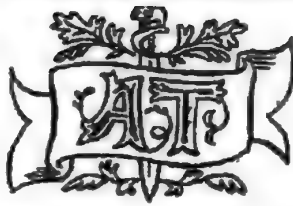
Production :

1025/166

1025/166

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# ADVENTURE TIME



Sc. 80

Pnl. A

Bg.

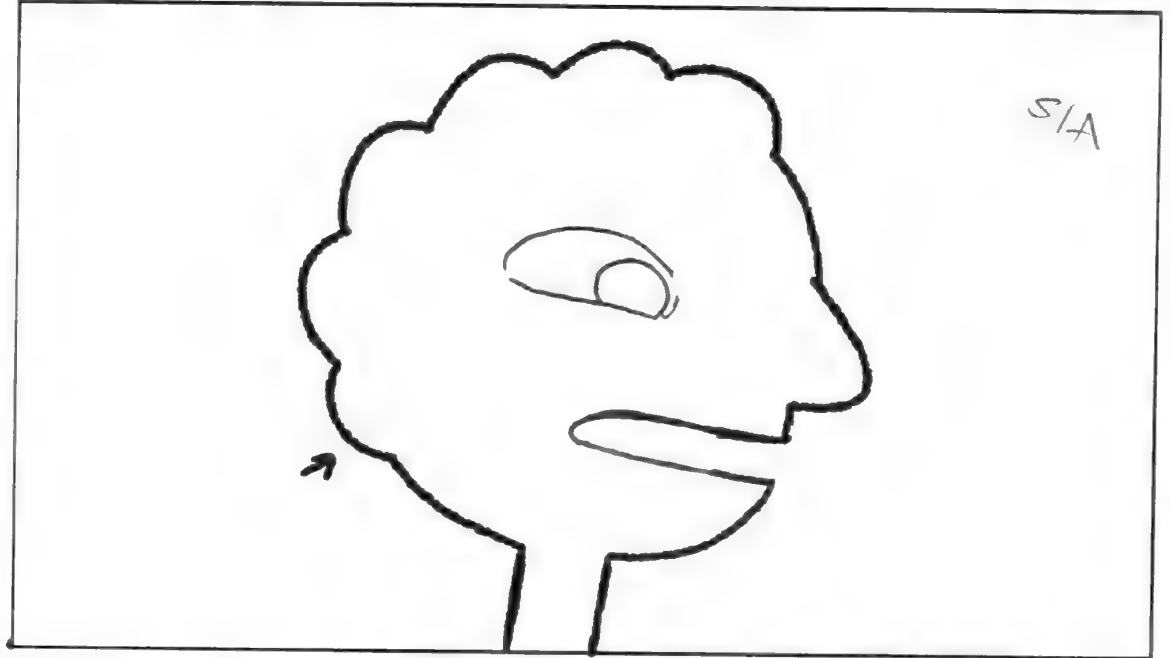
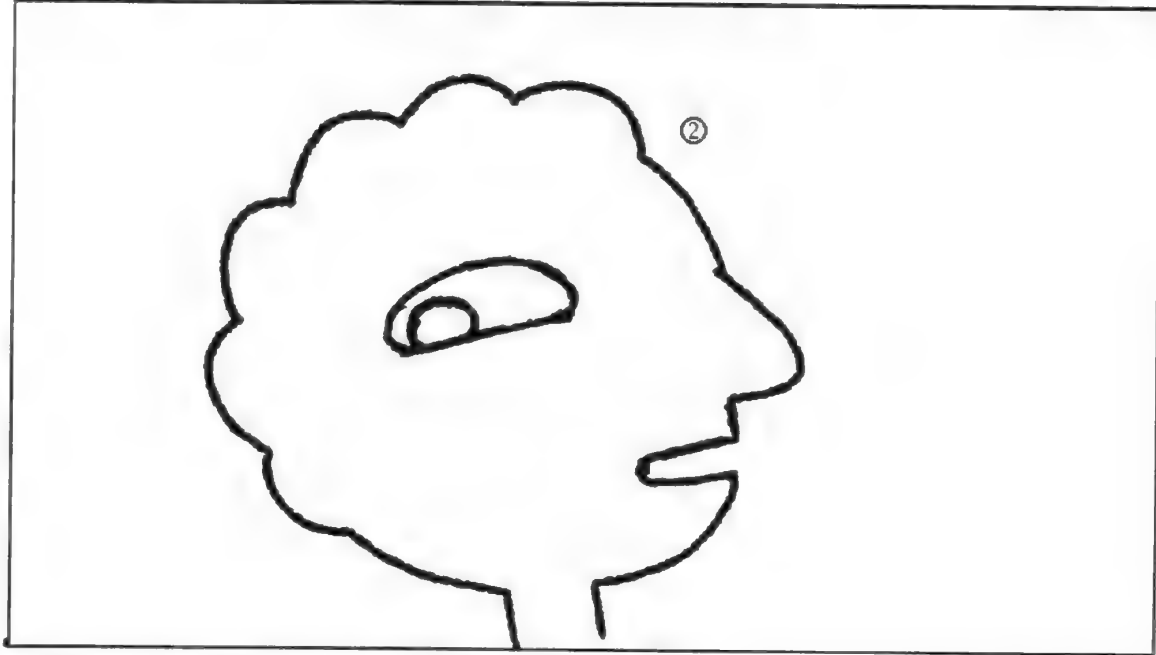
day night

Sc. 80 cont

Pnl. B

Bg.

Page 90  
day night

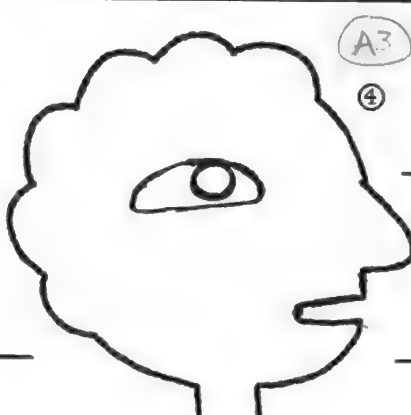


Dialog: P/ YEEUUUP...  
HE'S ON ONE OF THOSE FLOATING  
ISLANDS OUT THERE.

P/ IT KINDA LOOKS LIKE AN UPSIDE  
DOWN DUCK

Action:

Timing:



NOV 04 2013

1025-166

EPISODE #

1025/166

Production :

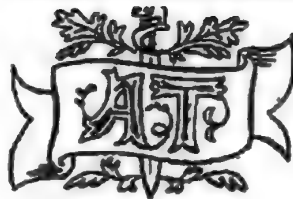
1025/166

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1025/166

Cut

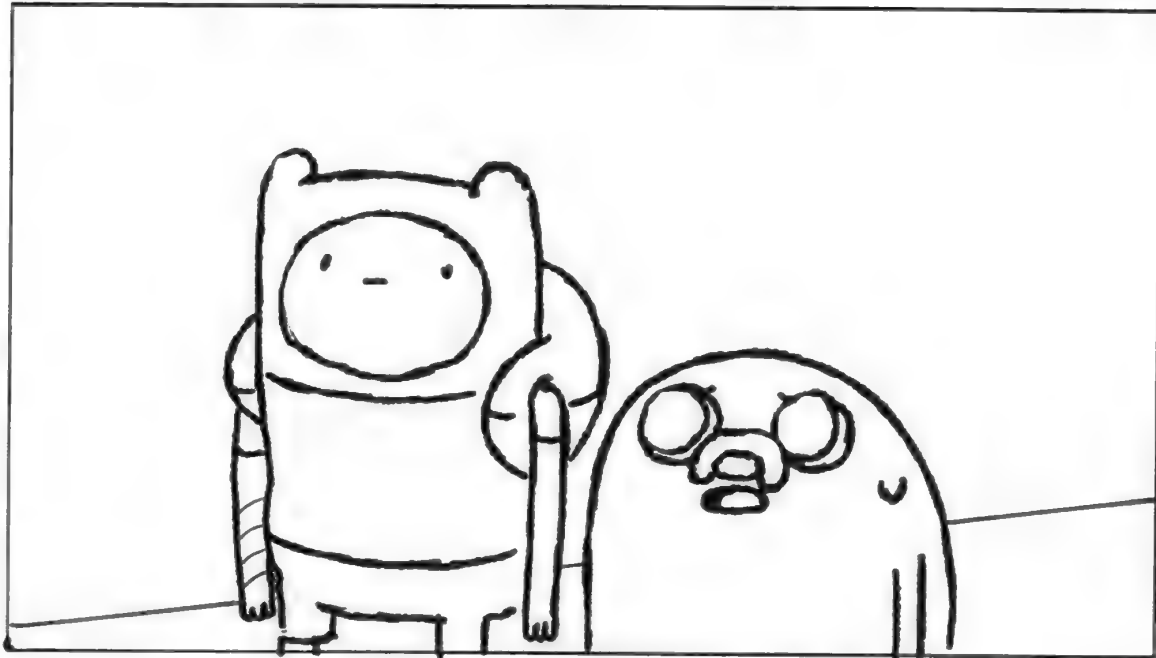
# ADVENTURE TIME



Cut

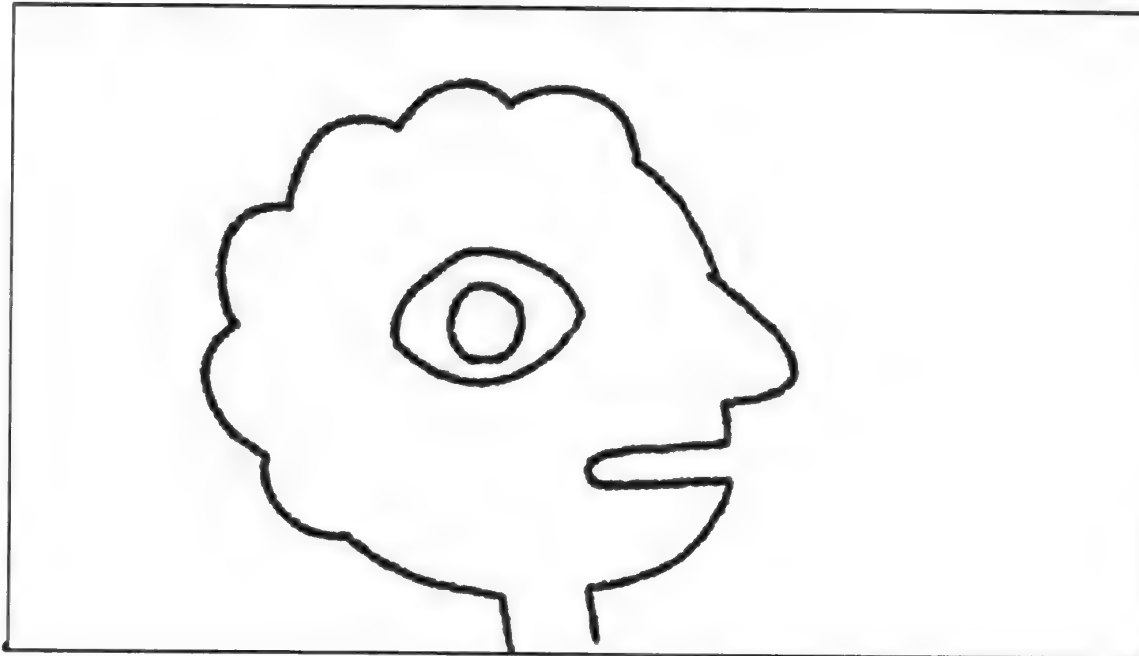
Sc. 81 Pnl. A Bg.

day night



Sc. 82 Pnl. A Bg.

Page 91  
day night



Dialog:  
J/ THAT DOESN'T SEEM LIKE  
MUCH OF A CRIME.

P/ YEAH BUT THAT'S ALL THERE IS TO IT...

Action:

Timing:

NOV 04 2013

1025-166

EPISODE #

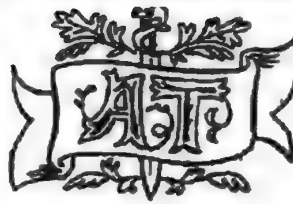
1025/166

Production :

1025/166

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# ADVENTURE TIME



Cut

Sc. 82 CONT Pnl. B Bg.

day night

Sc.

83

Pnl.

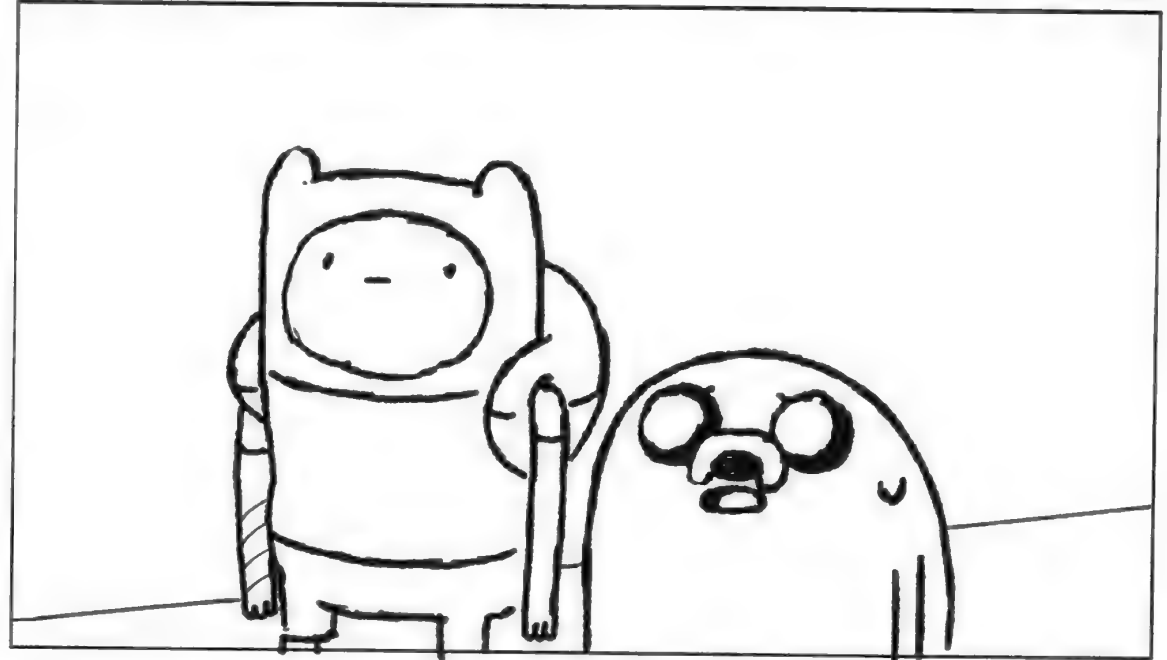
A

Bg.

Page 92  
day night

Ho  
Cut

S/A



Dialog:

P/ (under BREATH)...FOR NOW.

J/ WHAT?

Action:

Timing:

NOV 04 2013

1025-166

EPISODE #

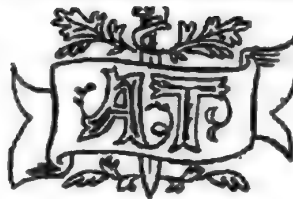
1025/166

Production :

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1025/166  
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ADVENTURE TIME



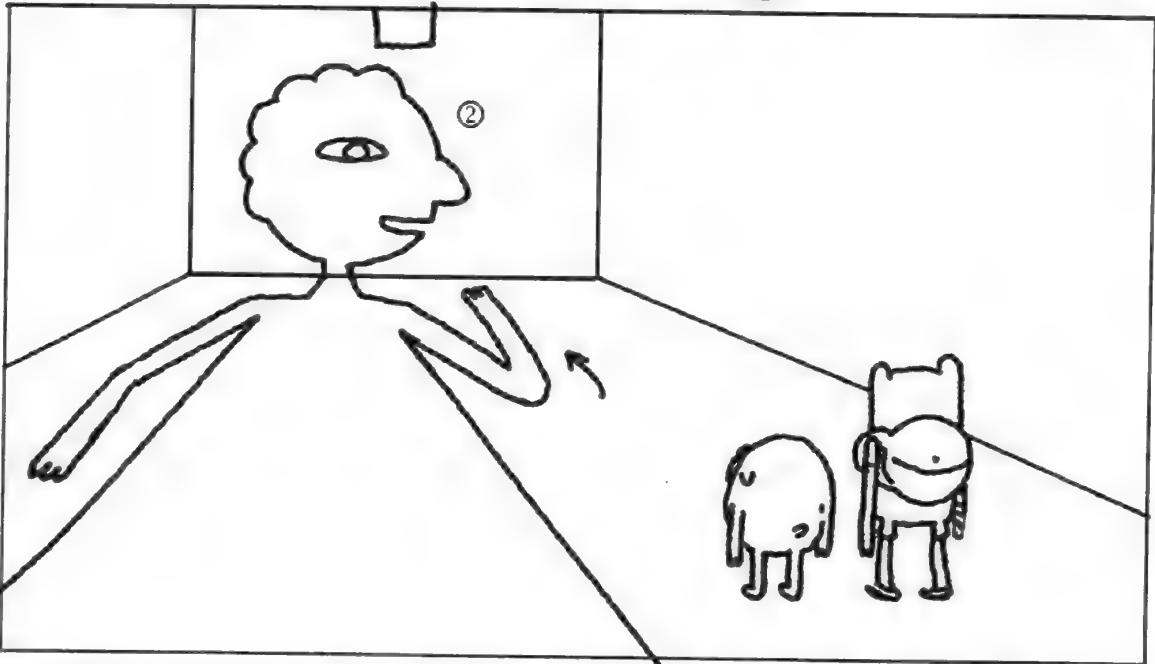
93  
Page

Sc. 84

Pnl. A

Bg.

day night



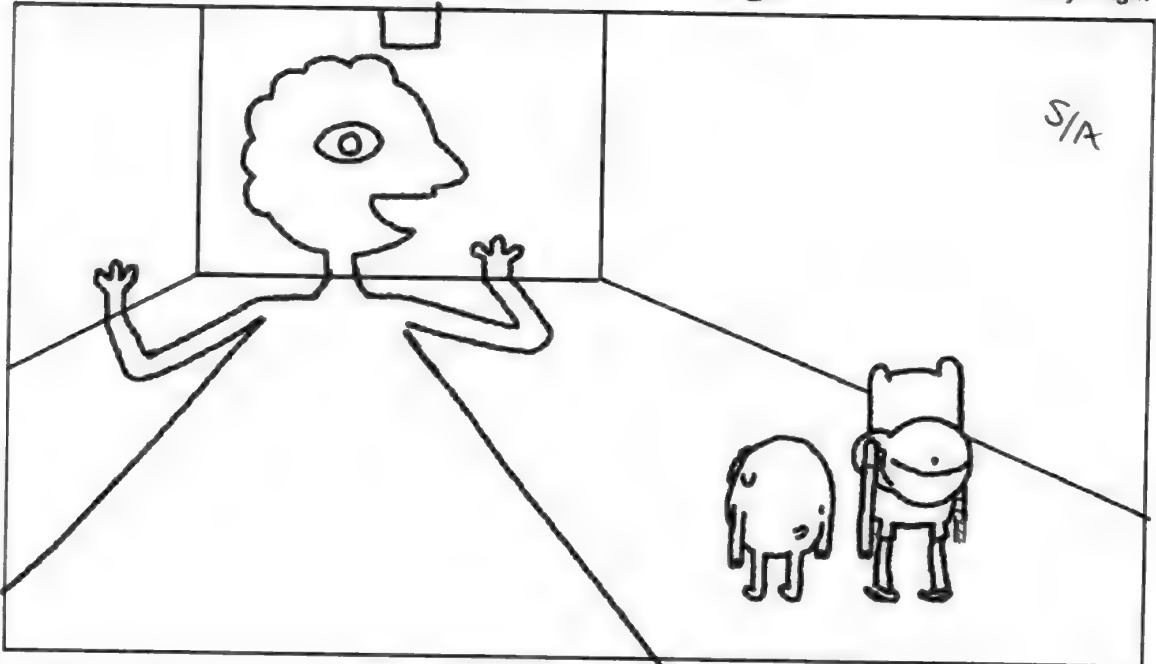
Sc.

84 cont

Pnl. B

Bg.

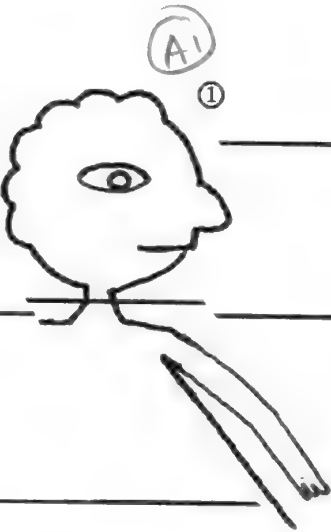
day night



Dialog:

P/ CHECK IT OUT -

Action:



P/ I got gifts for you guys.

Timing:

NOV 04 2013

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EPISODE #

1025-166

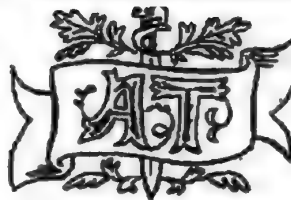
Production :

1025/166



Ho  
Cut

# ADVENTURE TIME



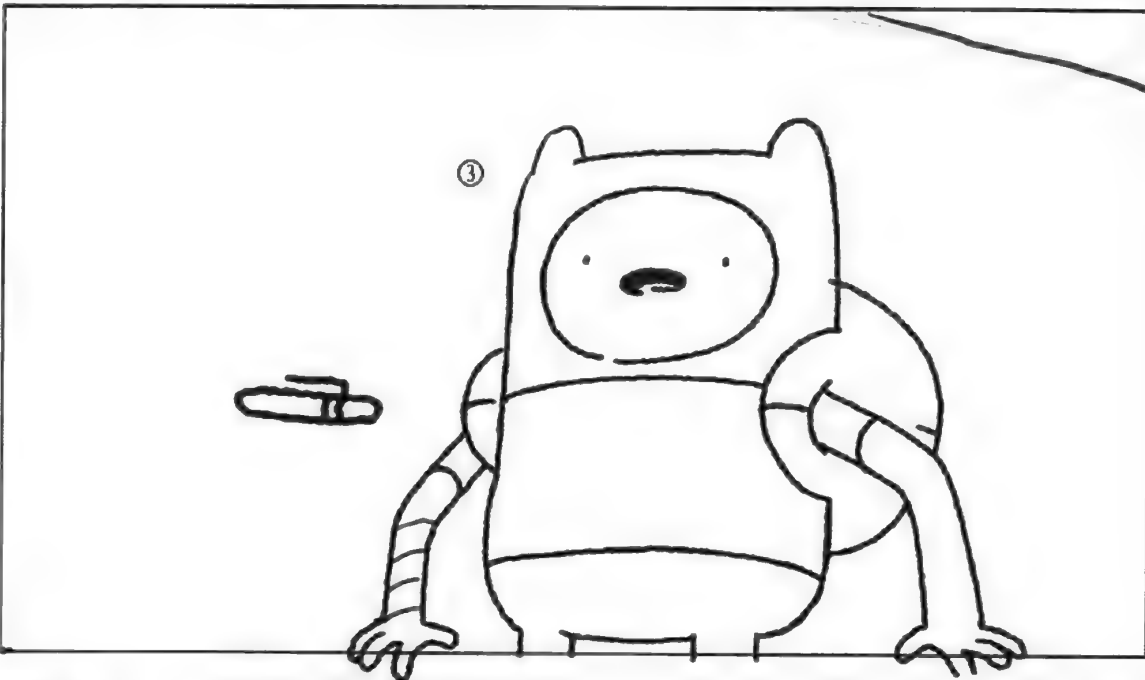
Page **94**

Sc. **85**

Pnl. **A**

Bg.

day night

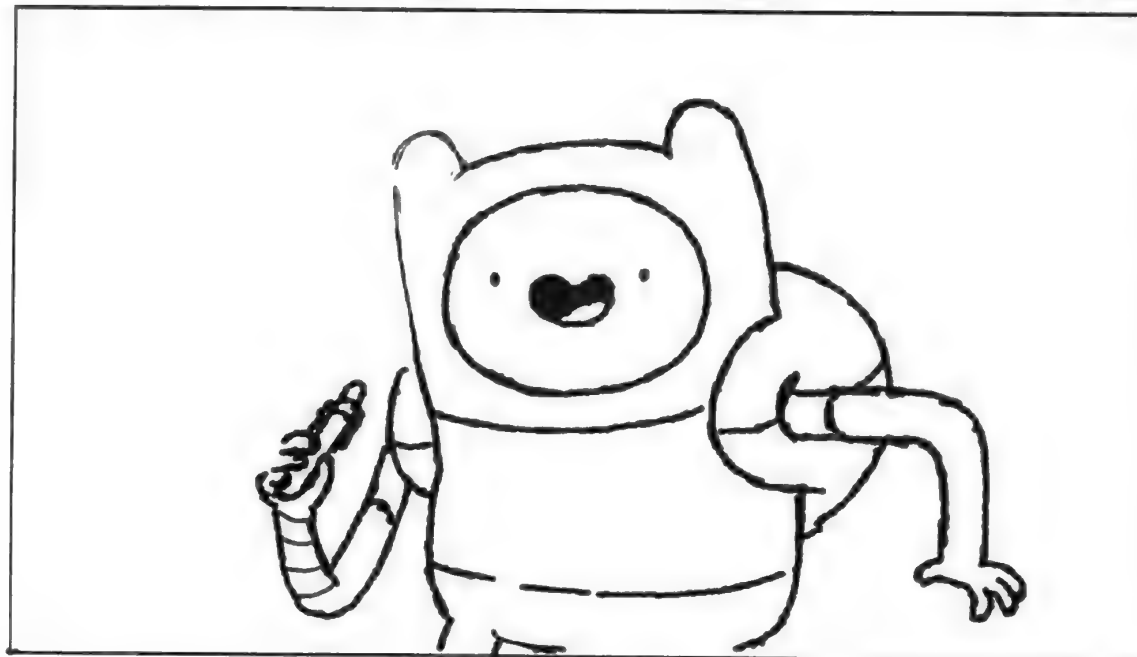


Sc. **85 cont**

Pnl. **B**

Bg.

day night



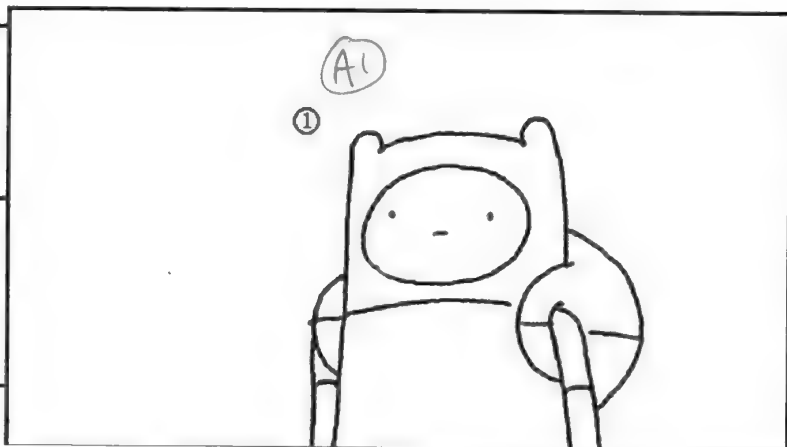
Dialog:

F/HA, COOL! it's A PEN LIGHT.

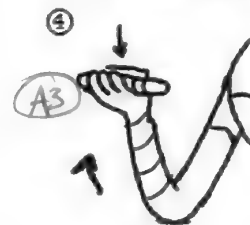
Action:

BL LAZER BEAMS  
IN & morph into penlight

Timing:



IT DROPS INTO  
FINN'S HAND



REV 04 2013

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EPISODE #

Production :

1025/166

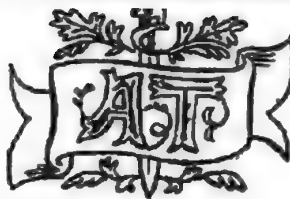
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1025/166

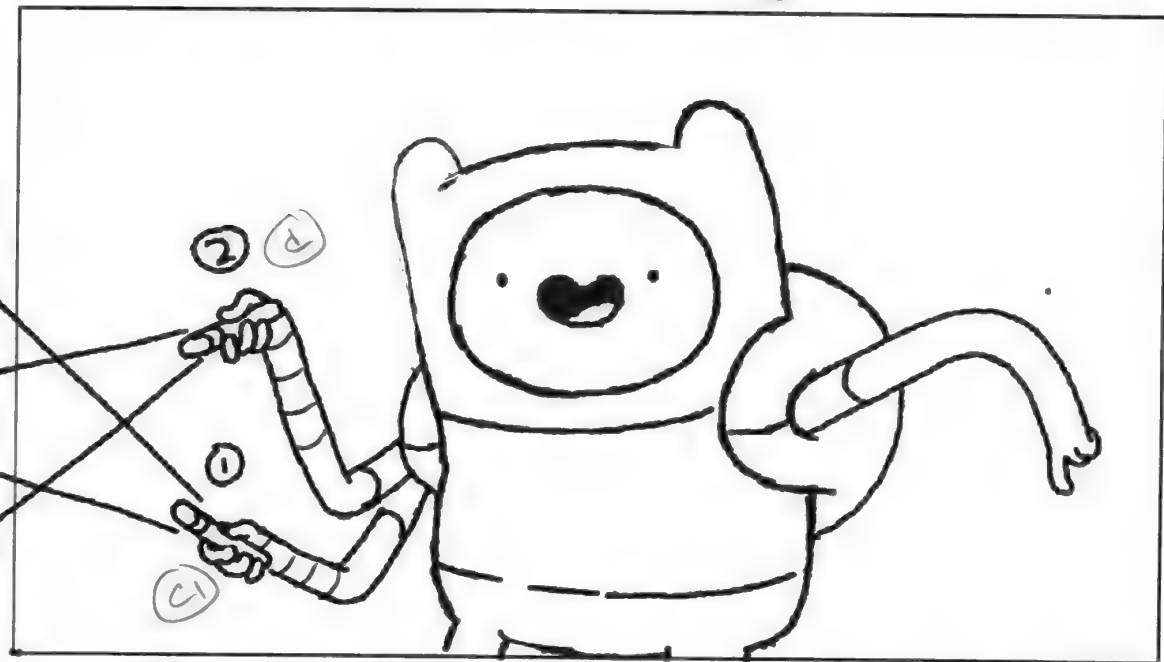


# ADVENTURE TIME

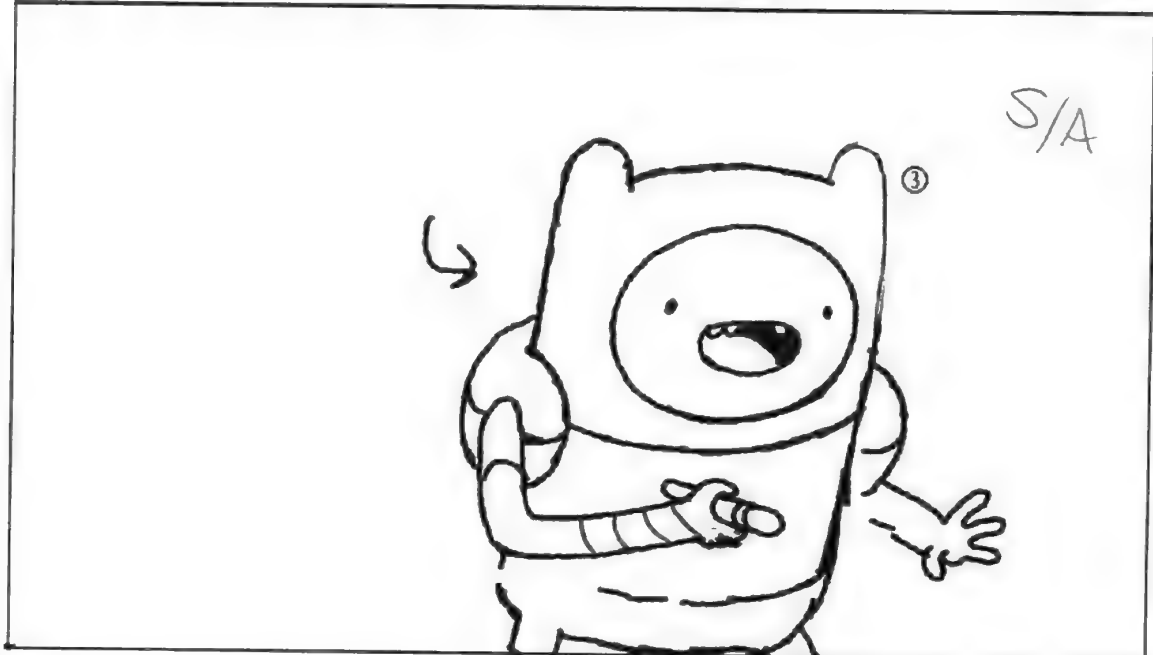


Page **95**

Sc. **85 cont** Pnl. **C** Bg. day night



Sc. **85 cont** Pnl. **D** Bg. day night



Dialog:

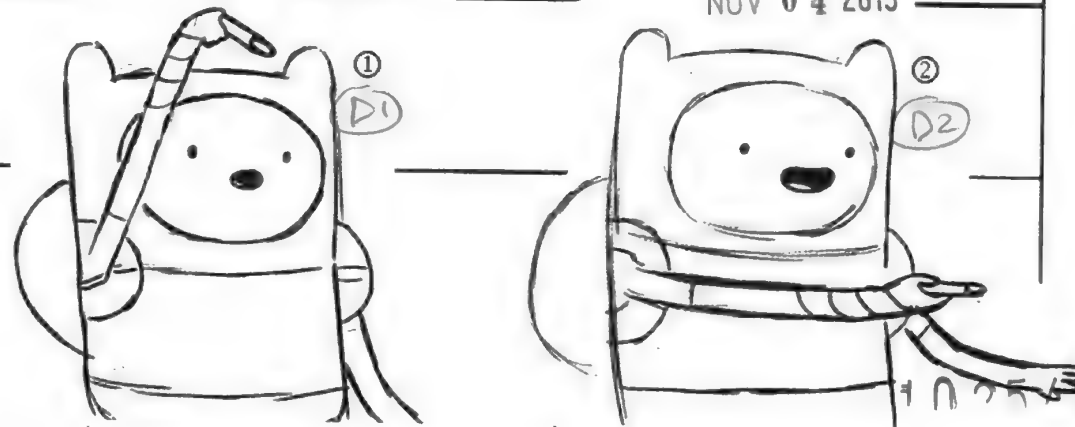
**F/ BLOW.** Lowww. VRRM

Action:

Finn uses pen light.  
Pen lights up when he presses on it.

Timing:

**F/ JAKE, DON'T LOOK DIRECTLY**  
**IN THE BEAM.**



EPISODE # 1025-166

Production :

1025/166

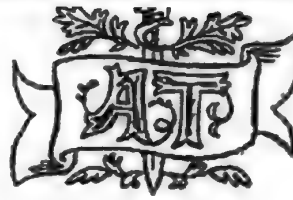
1025/166

1025/166

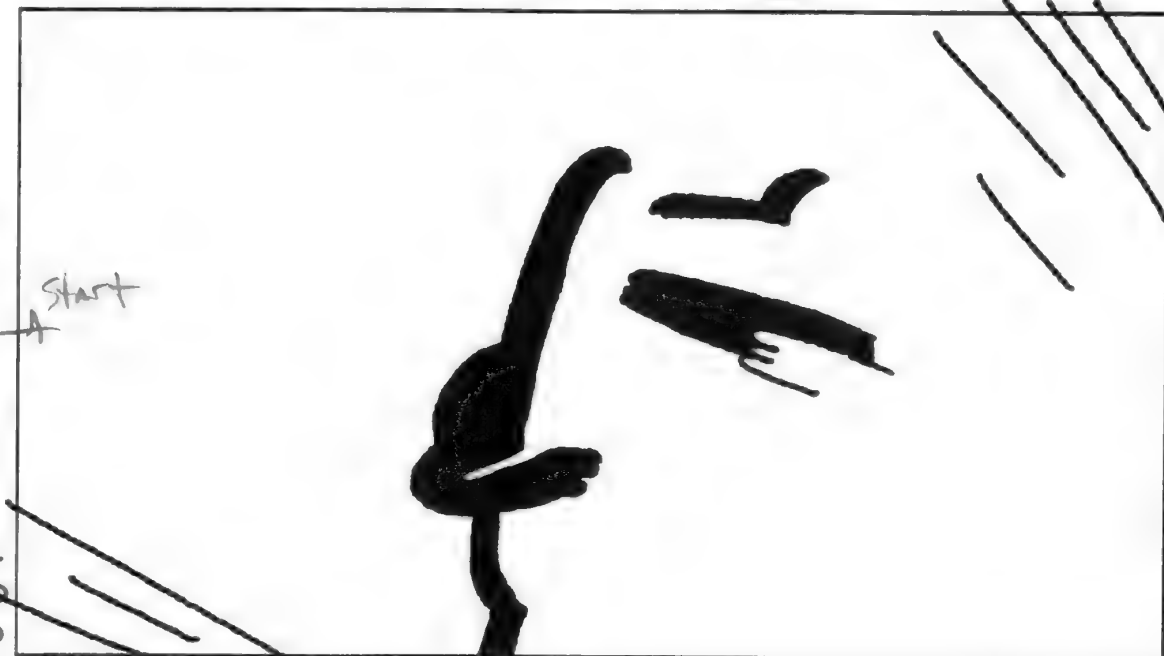
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# ADVENTURE TIME



Sc. 8S cont Pnl. E Bg. day night



Sc. 8S cont Pnl. F Bg. day night



Dialog: F/WAAH!

(Diag PAN to TAKE)

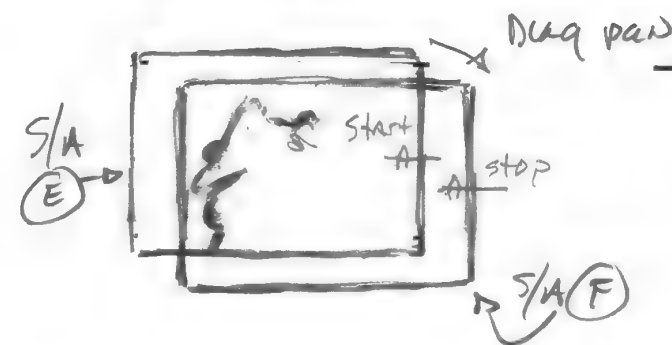
J/OH, SORRY.

Action: FINN IS BLINDED BY A BEAM OF LIGHT

Timing:

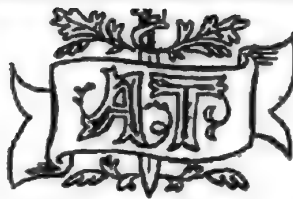
NOV 04 2011

Production:



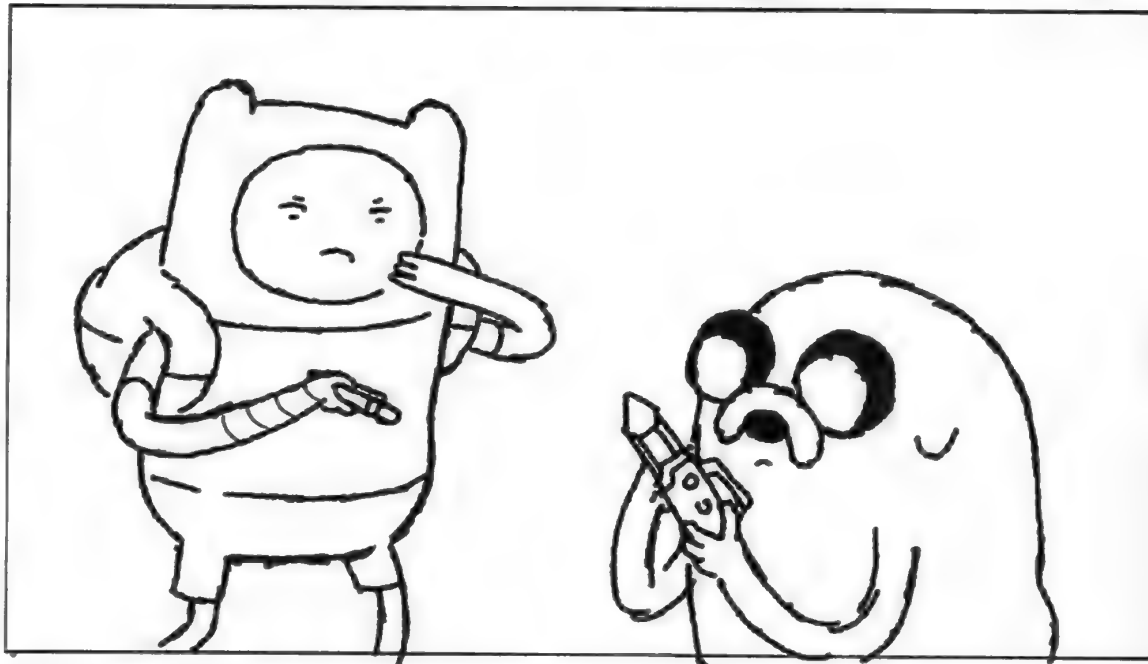
1025-166  
EPISODE #  
1025/166  
Production :

# ADVENTURE TIME

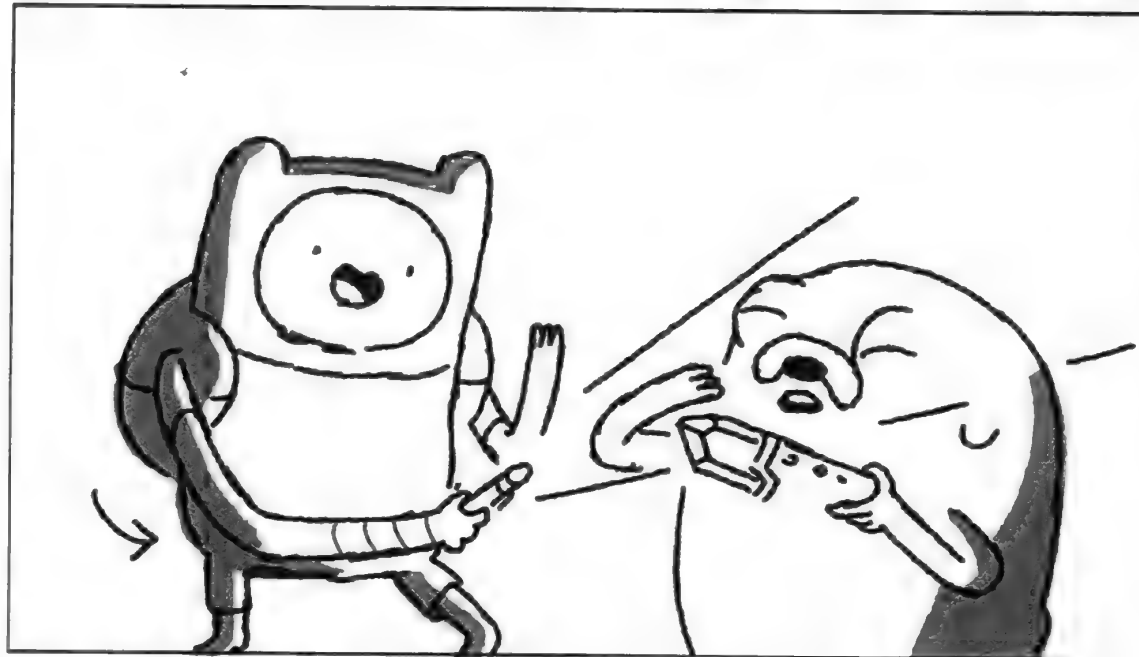


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Sc. **85 CONT** Pnl. **G** Bg. day night



Sc. **85 CONT** Pnl. **H** Bg. day night



Dialog:

Sfx: \* CLICK

F/BZOW! HA, HA.

Action:

JAKE TURNS OFF LIGHT.

Finn zaps JAKE.

NOV 04 2010

Timing:

1025-166

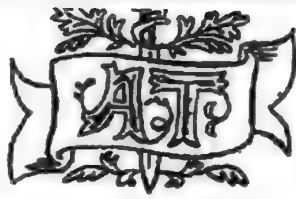
EPISODE #

1025/166

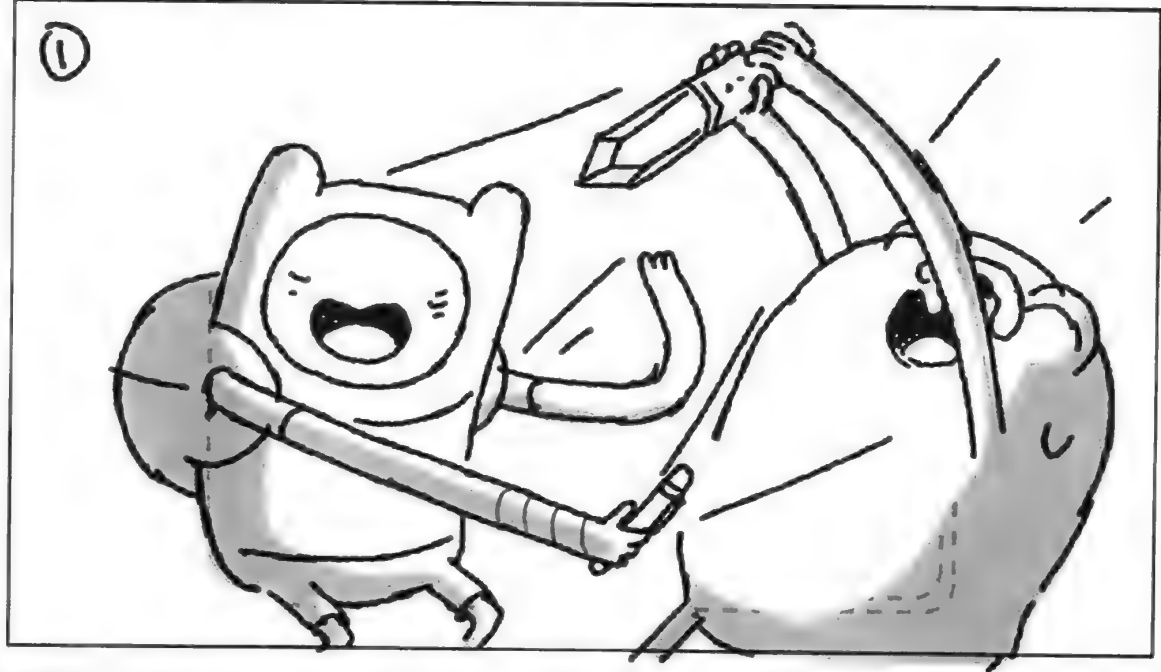
Production :

1025/166

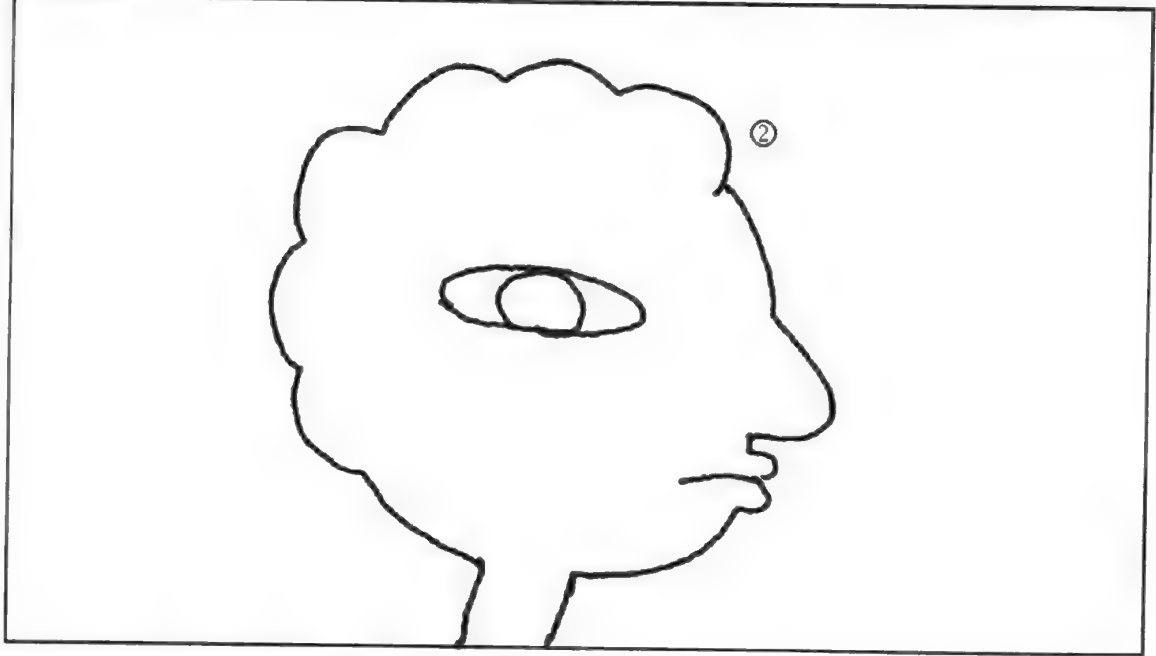
# ADVENTURE TIME



Sc. 85 cont Pnl. I Bg.

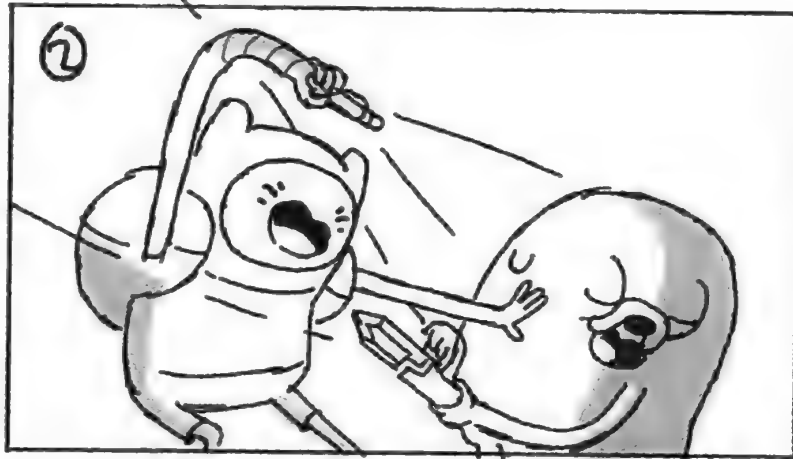


Sc. 86 Pnl. A Bg.

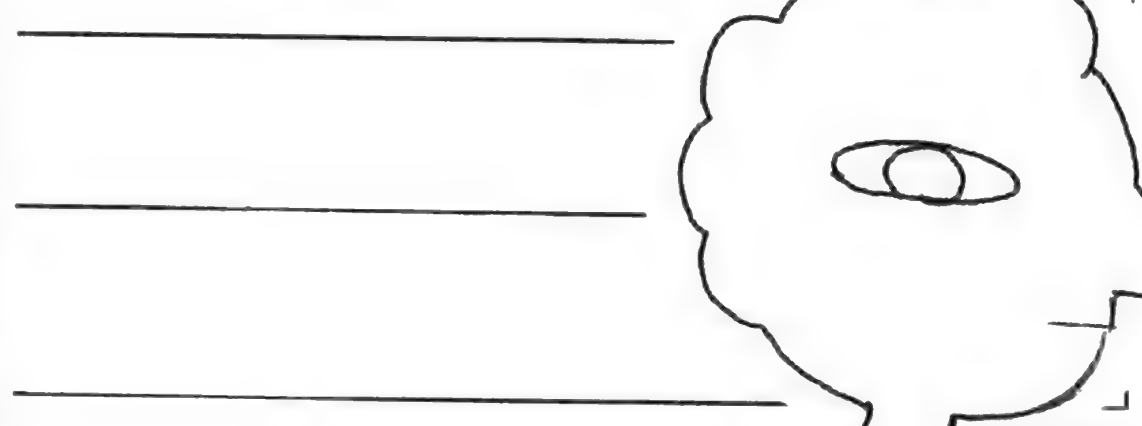


Dialog: F!J / ZOW, BZOW, HA HA.

Action: ACTION ALTS  
①②①②  
Timing:



P/ mmm... NOV 04 2013 (A) ①



1025-166

EPISODE #

1025/166

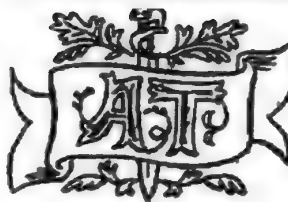
Pro.

1025/166

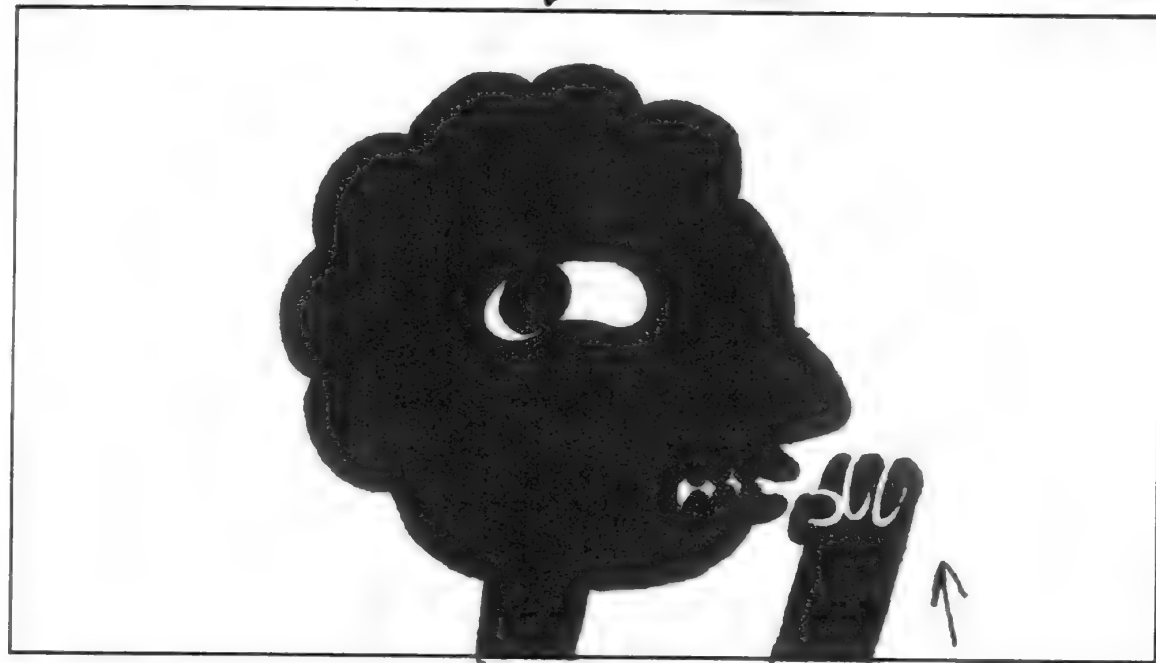
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1025/166

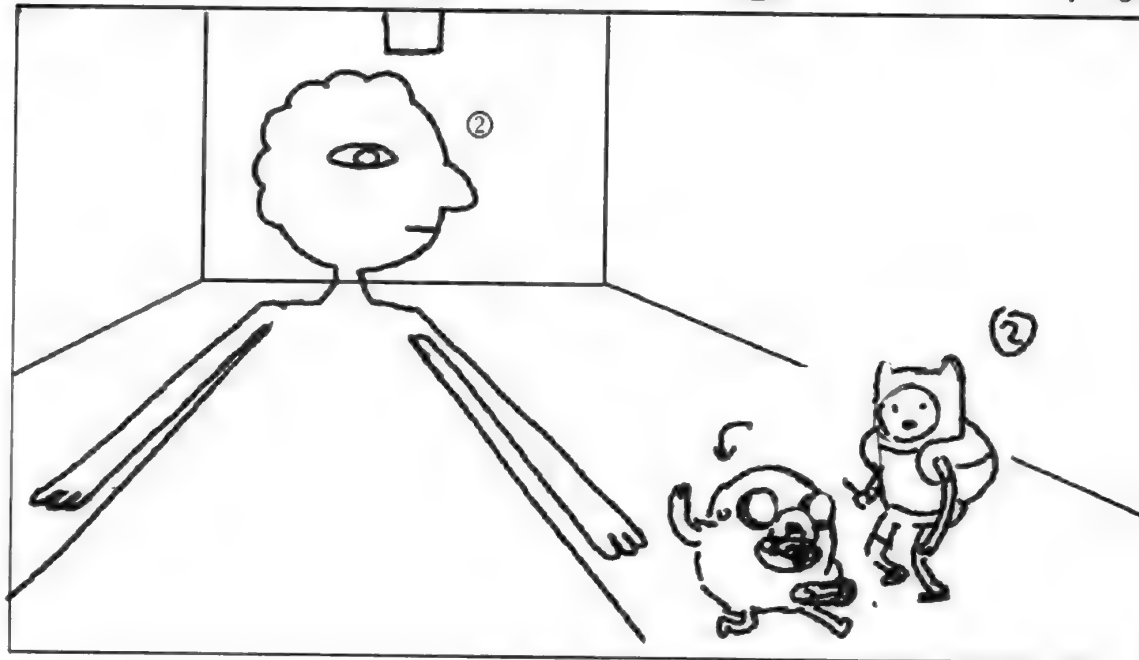
# ADVENTURE TIME



Sc. 86 cont Pnl. B Bg. day night



Sc. 87 Pnl. A Bg. day night



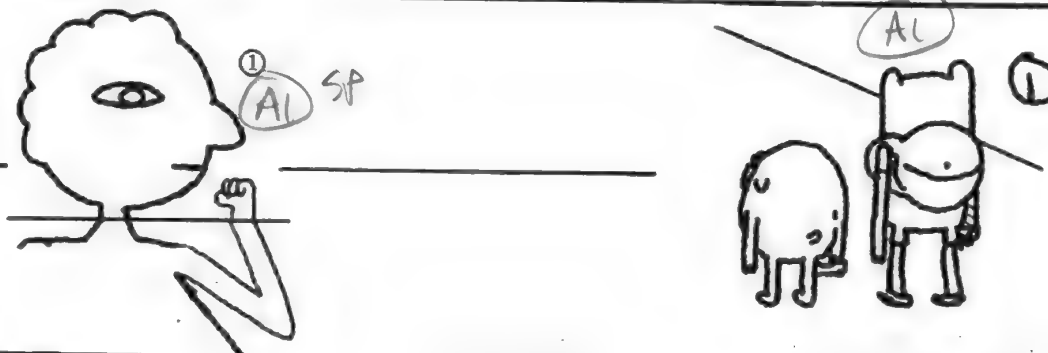
Dialog:

P/(clears throat) A Hem

J/ Cmon Finn let's go find this old guy.

Action:

Timing:



NOV 04 2013

AI

1025-166

EPISODE #

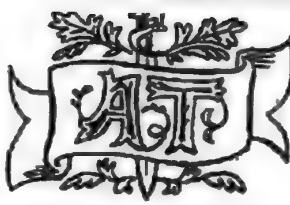
1025/166

Production :

1025/166

# ADVENTURE TIME

NO  
SC  
88



110 cut  
89

Page 100

Sc. 87 *CONT*

Pnl. B

Bg.

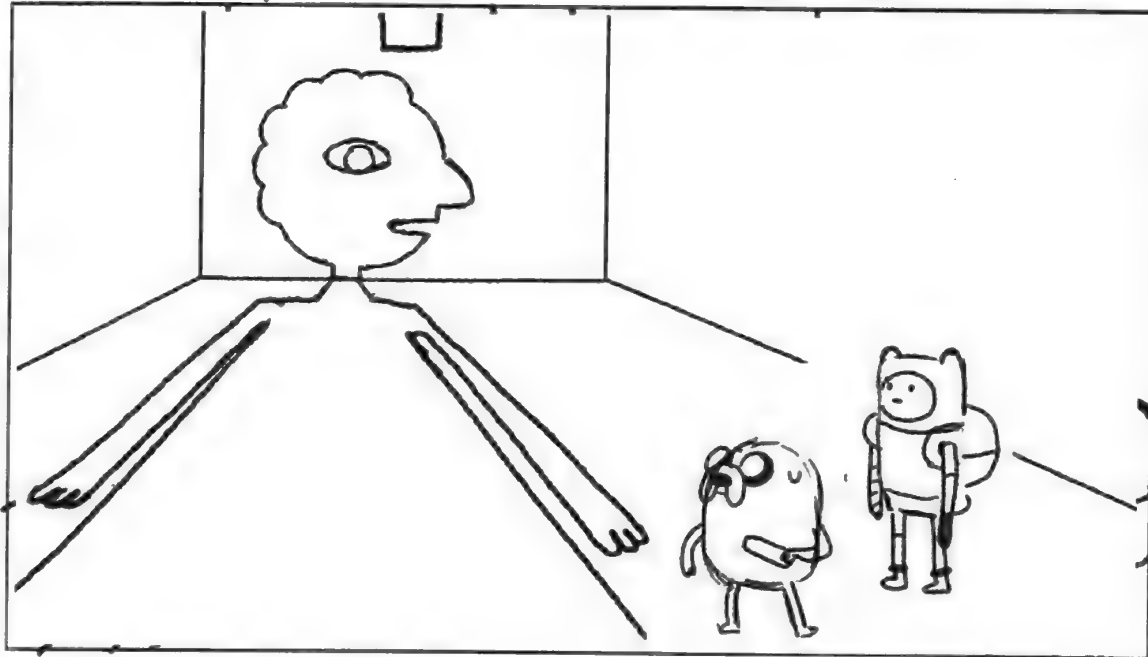
day night

Sc.

Pnl. A

Bg.

day night



Dialog:

P/ Oh one last thing dudes.

P:

WHATEVER YOU DO...

Action:

Timing:

NOV 04 2013

1025-166

EPISODE #

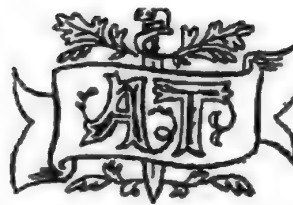
1025/166

Production :

1025/166

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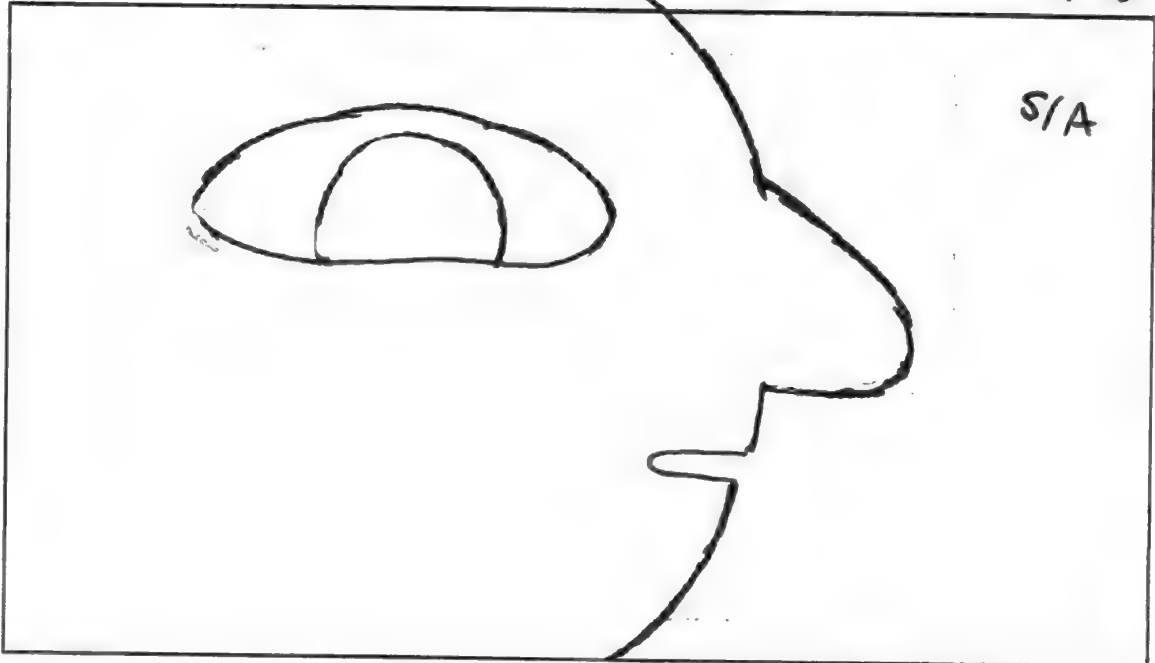
ADVENTURE TIME




Sc. 89 cont Pnl. B Bg. day night

Sc. 89 cont Pnl. C Bg. day night

Cut



Dialog:	P: DON'T WAKE HIM UP...	P: (AS ONE WORD) OKAY YOU CAN GO NOW.
Action:		(BEAT)
Timing:		

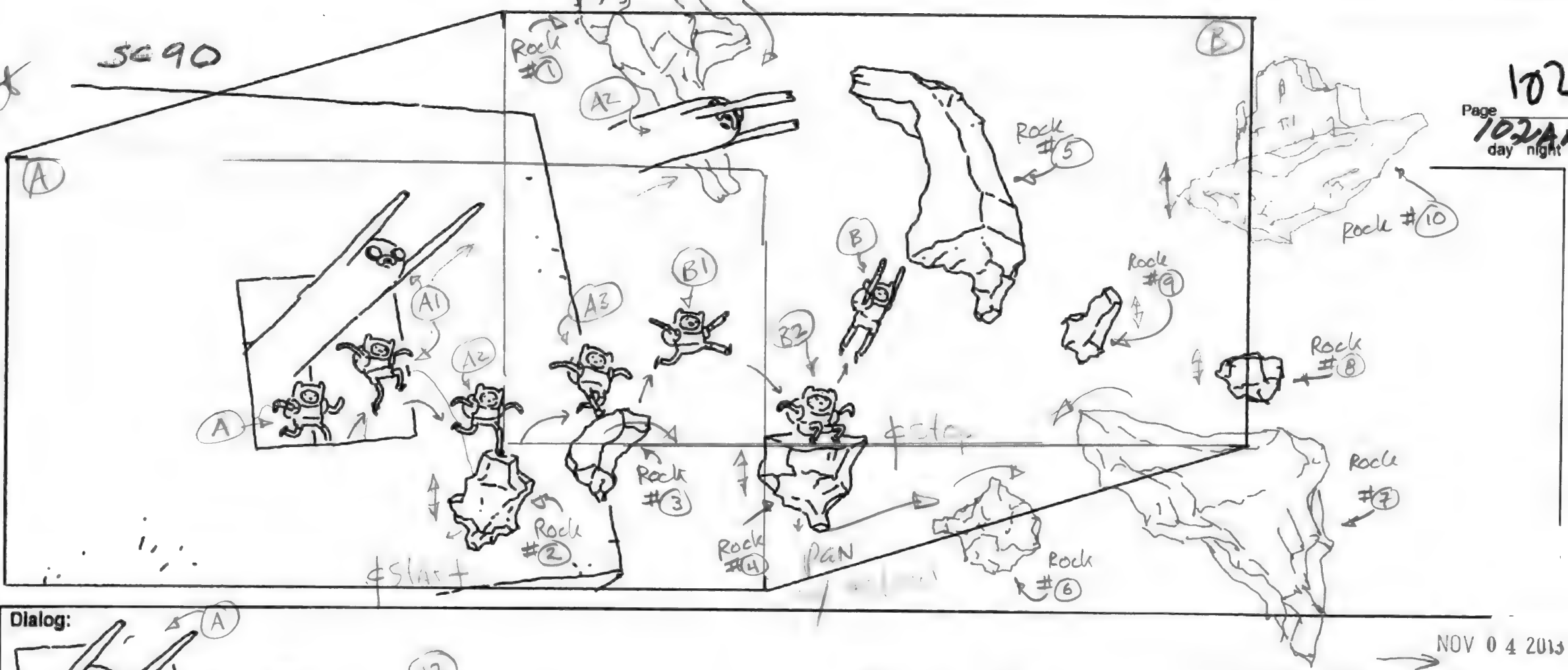
NOV 04 2013

1025-166  
EPISODE #  
1025/166  
Production :



Cut

SC 90



**Dialog:**

**Action:**  
when Finn jumps  
rock rotates  
Factor.

**Timing:**

FINN GRABS AND  
HANGS FROM ROCK.  
JAKE PUSHES  
AGAINST TOP OF  
ROCK

JAKE  
pushes Rock  
causing it to spin.

FINN  
Flips over using  
momentum to carry him forward.

NOV 04 2013

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EPISODE #  
1025/166

Production :

1025/166

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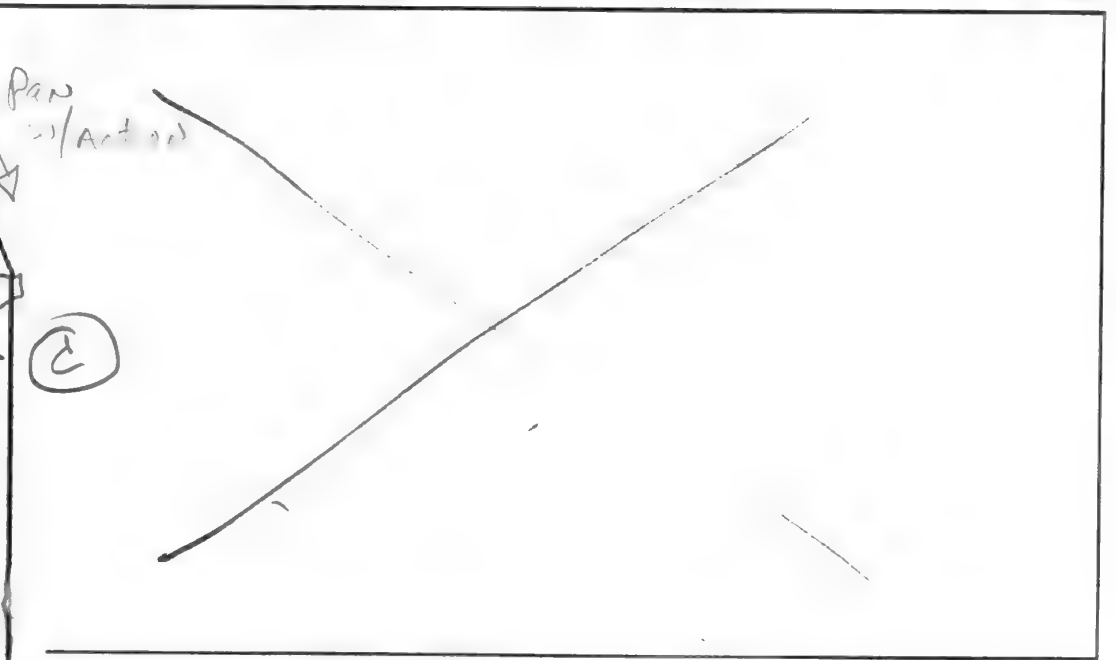


**Sc.**

**Bg.**

103 NEXT  
day night

**Sc.**

**Timing:**

TV  
Cut off

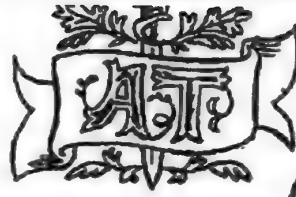
## #370513

102576

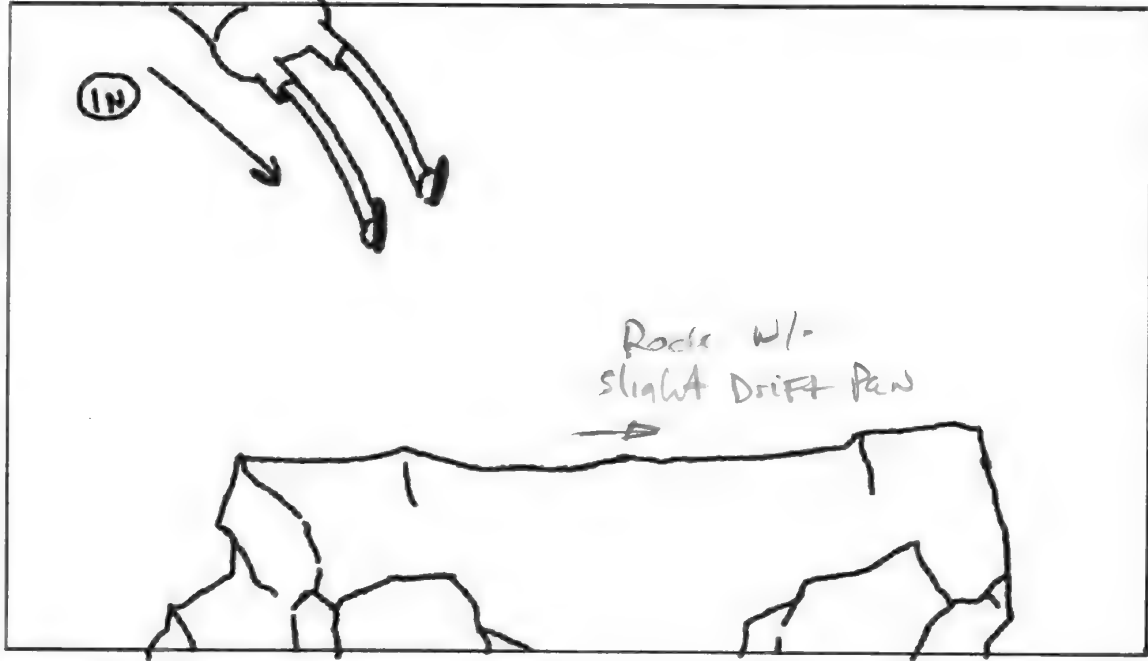
1025/166

Cut

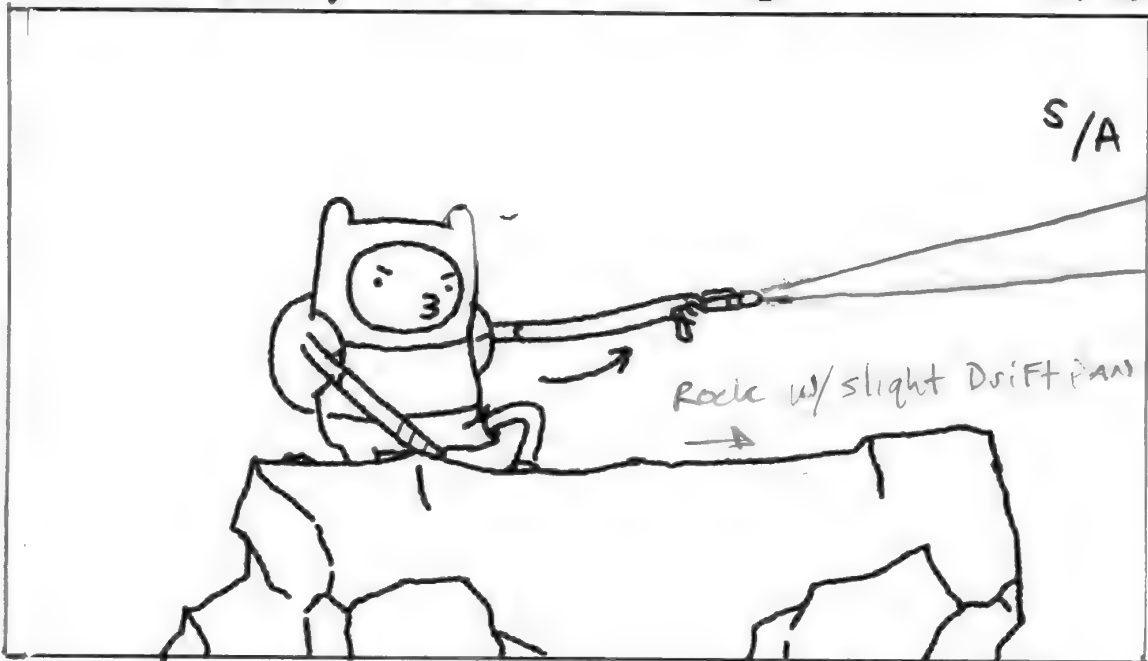
# ADVENTURE TIME



Sc. 91 Pnl. A Bg. day night



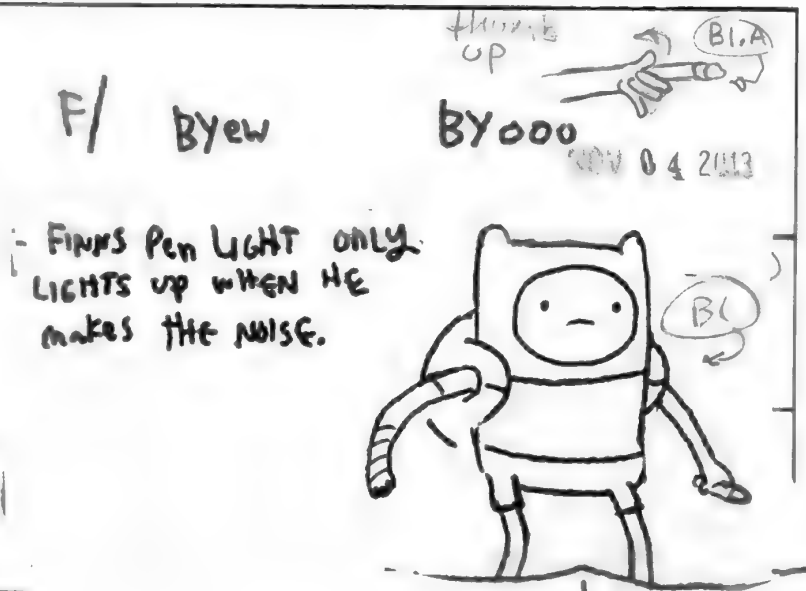
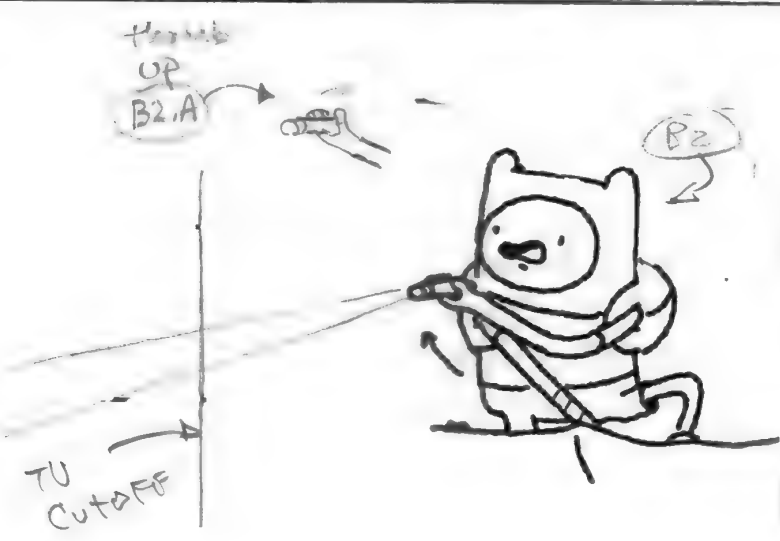
Sc. 91 CONT Pnl. B Bg. day night



Dialog:

Action: ISLANDS SHOULD DRIFT.

Timing:



1025-166

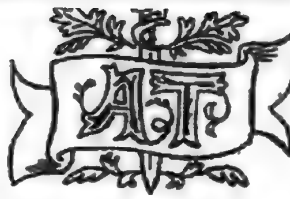
EPISODE #

1025/166

roduction :

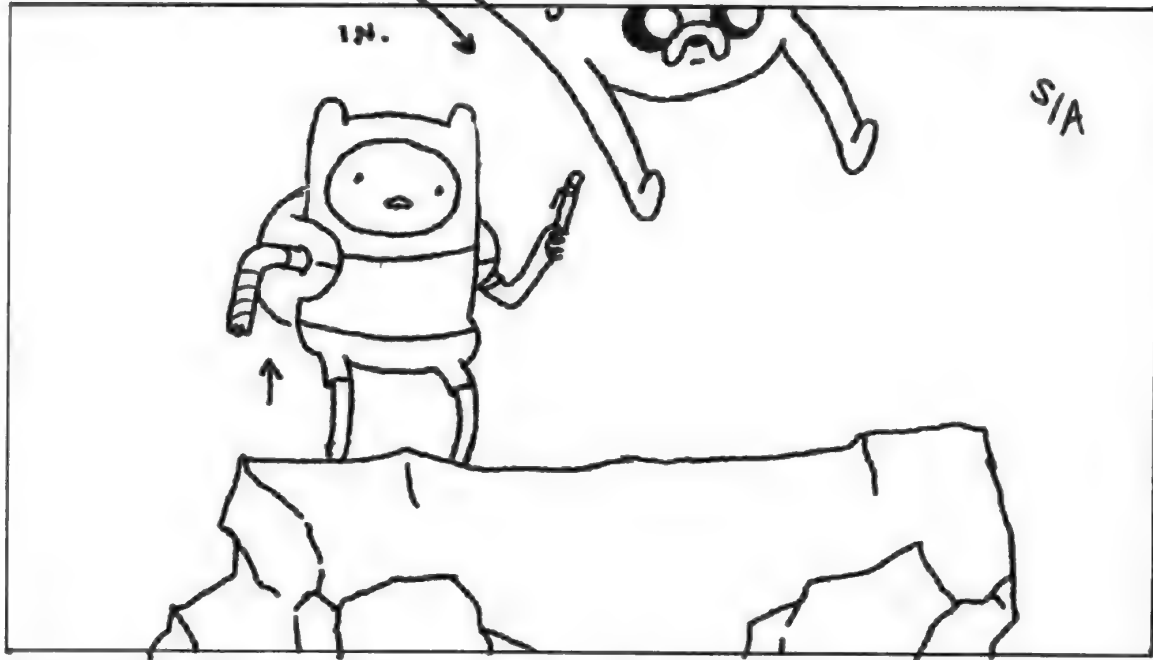
1025/166

# ADVENTURE TIME

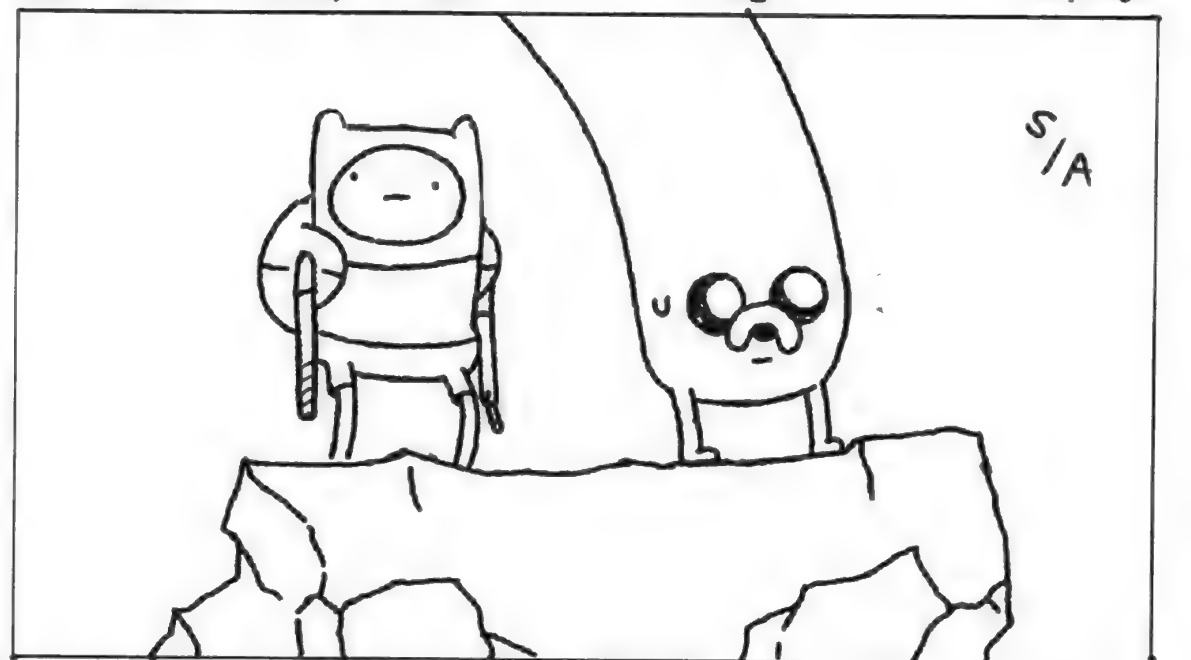


Page 104

Sc. 91 CONT Pnl. C Bg. day night



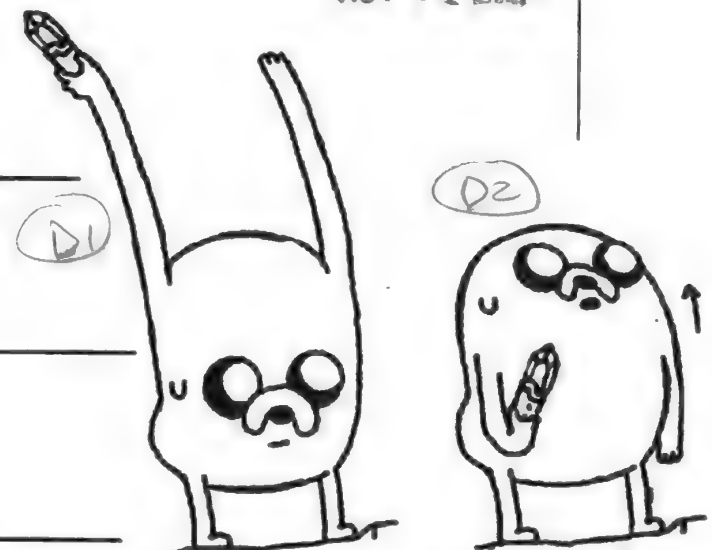
Sc. 91 CONT Pnl. D Bg. day night



Dialog:

Action: - JAKE STRETCHES .ON/S

Timing:



1025/166

HW cut

1025-166

EPISODE #

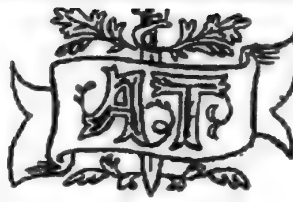
1025/166

NDY 04 2013

1025/166

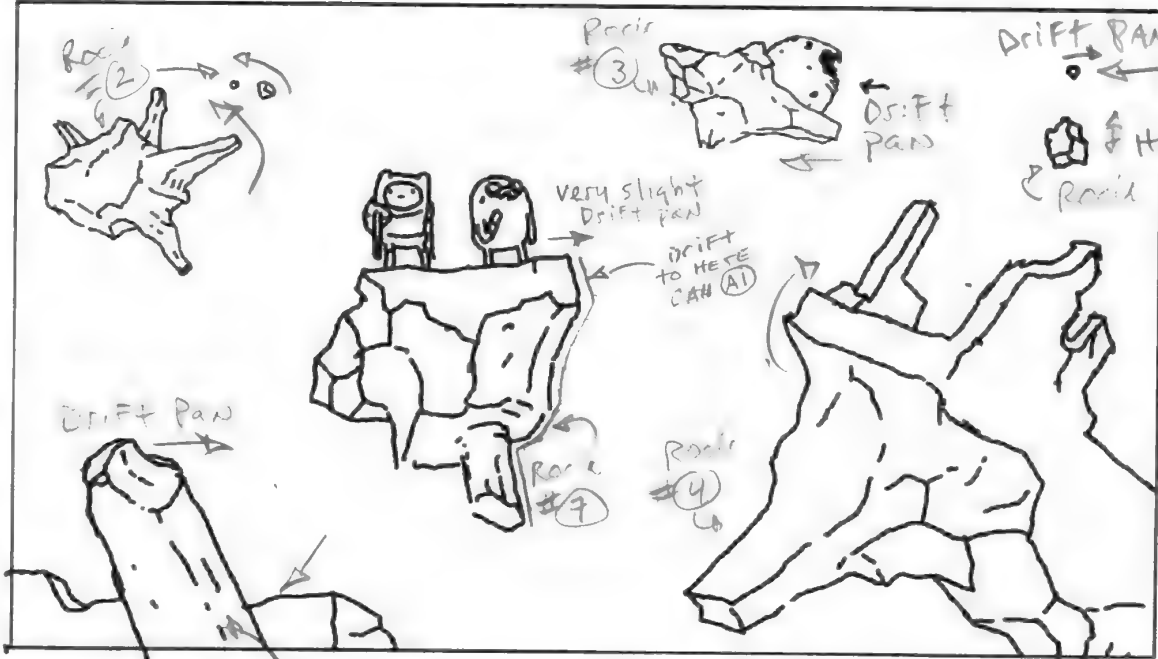
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# ADVENTURE TIME

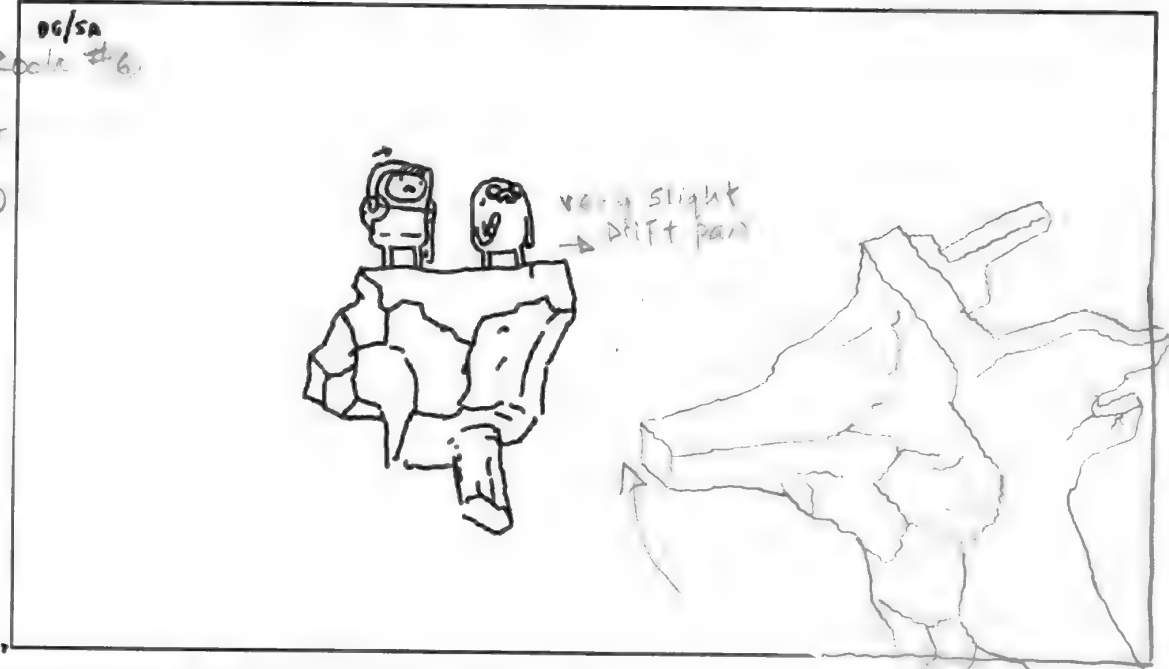


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Sc. 92 Pnl. A Bg. day night



Sc. 92 cont Pnl. B Bg. day night



Dialog:	<p>Rock #1</p> <p>...</p> <p>Rock #2</p> <p>Rock #3</p> <p>Rock #4</p> <p>Rock #5</p> <p>Rock #6</p> <p>Rock #7</p> <p>Rock #8</p> <p>Rock #9</p> <p>Rock #10</p> <p>Rock #11</p> <p>Rock #12</p> <p>Rock #13</p> <p>Rock #14</p> <p>Rock #15</p> <p>Rock #16</p> <p>Rock #17</p> <p>Rock #18</p> <p>Rock #19</p> <p>Rock #20</p> <p>Rock #21</p> <p>Rock #22</p> <p>Rock #23</p> <p>Rock #24</p> <p>Rock #25</p> <p>Rock #26</p> <p>Rock #27</p> <p>Rock #28</p> <p>Rock #29</p> <p>Rock #30</p> <p>Rock #31</p> <p>Rock #32</p> <p>Rock #33</p> <p>Rock #34</p> <p>Rock #35</p> <p>Rock #36</p> <p>Rock #37</p> <p>Rock #38</p> <p>Rock #39</p> <p>Rock #40</p> <p>Rock #41</p> <p>Rock #42</p> <p>Rock #43</p> <p>Rock #44</p> <p>Rock #45</p> <p>Rock #46</p> <p>Rock #47</p> <p>Rock #48</p> <p>Rock #49</p> <p>Rock #50</p> <p>Rock #51</p> <p>Rock #52</p> <p>Rock #53</p> <p>Rock #54</p> <p>Rock #55</p> <p>Rock #56</p> <p>Rock #57</p> <p>Rock #58</p> <p>Rock #59</p> <p>Rock #60</p> <p>Rock #61</p> <p>Rock #62</p> <p>Rock #63</p> <p>Rock #64</p> <p>Rock #65</p> <p>Rock #66</p> <p>Rock #67</p> <p>Rock #68</p> <p>Rock #69</p> <p>Rock #70</p> <p>Rock #71</p> <p>Rock #72</p> <p>Rock #73</p> <p>Rock #74</p> <p>Rock #75</p> <p>Rock #76</p> <p>Rock #77</p> <p>Rock #78</p> <p>Rock #79</p> <p>Rock #80</p> <p>Rock #81</p> <p>Rock #82</p> <p>Rock #83</p> <p>Rock #84</p> <p>Rock #85</p> <p>Rock #86</p> <p>Rock #87</p> <p>Rock #88</p> <p>Rock #89</p> <p>Rock #90</p> <p>Rock #91</p> <p>Rock #92</p> <p>Rock #93</p> <p>Rock #94</p> <p>Rock #95</p> <p>Rock #96</p> <p>Rock #97</p> <p>Rock #98</p> <p>Rock #99</p> <p>Rock #100</p>
Action:	<p>slowly DRIFT.</p> <p>NOV 04 2013</p>
Timing:	

1025-166

EPISODE #

1025/166

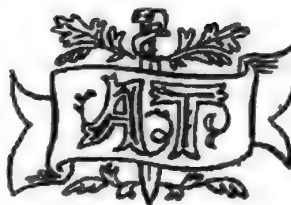
Production :

1025/166

1025/166

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# ADVENTURE TIME



Sc.

92 cont Pnl. C

Bg.

day night

06/SA



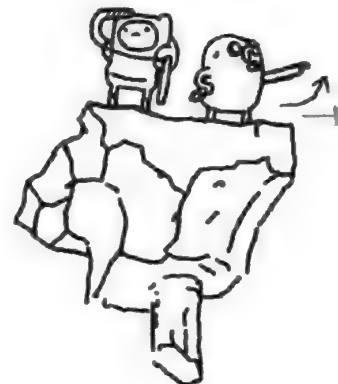
Sc.

92 cont Pnl. D

Bg.

day night

06/SA



Dialog:

J/ (BEAT) NOPE.

J: HEY- UPSIDE DOWN DUCK!

Action:

NOV 0 4 2013

Timing:

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EPISODE # 1025-166

1025/166

Production :

1025/166

# ADVENTURE TIME



SC 92 CONT

E

107

SC 92

DL/SA

①



Start ←

DL/SA

Rock #8



Rock #9



Duck Rock



Rock #10



Slow Drift Pan

DRIFT TO HERE CALL E1

Diag. ZIP PAN →

Dialog:

E1



Action:

- ZIP PAN TO ISLAND THAT LOOKS LIKE A DUCK SLOWLY ROTATES,

NOV 04 2013

Timing:

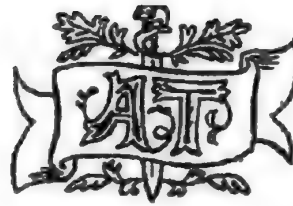
EPISODE #

1025/166

Production :

1025/166

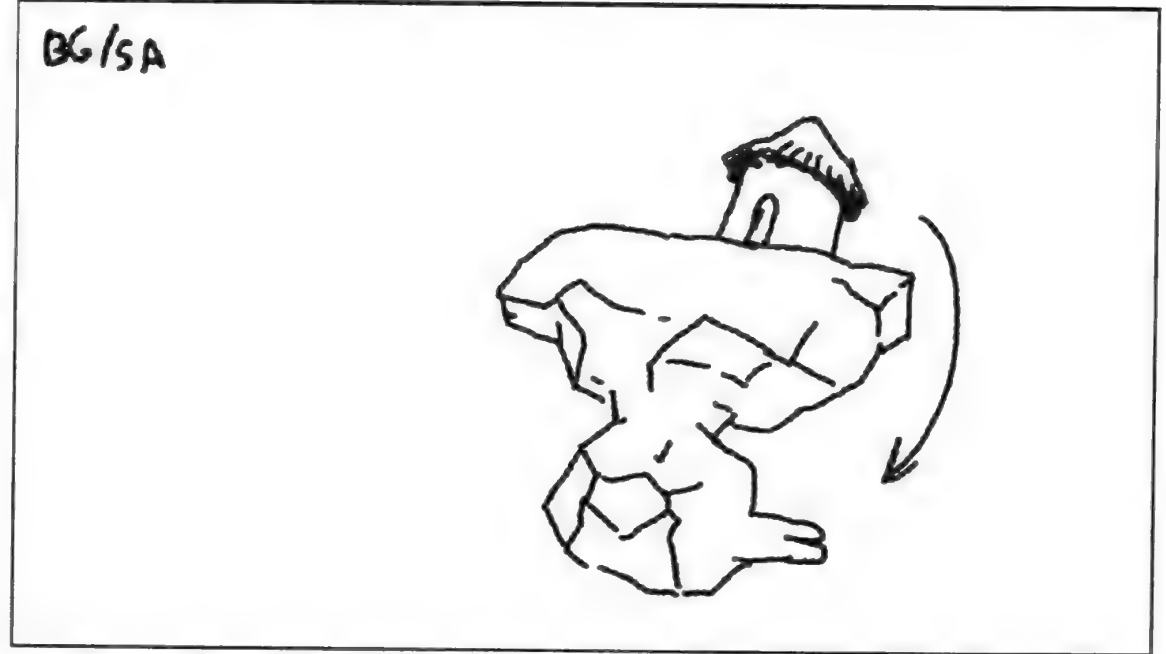
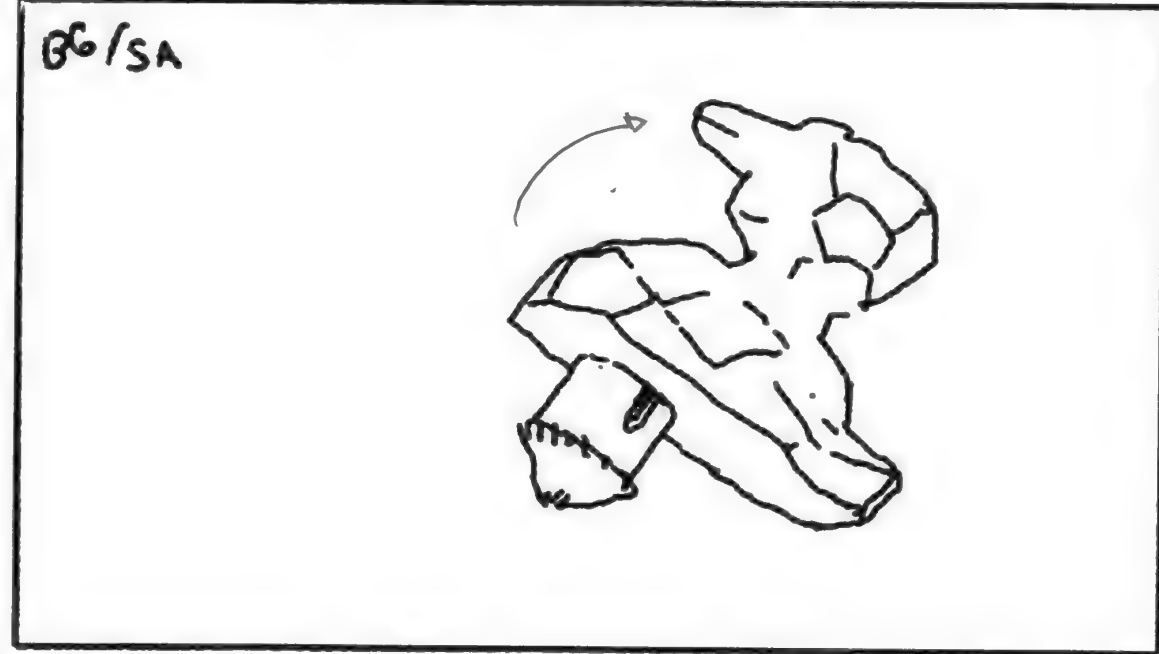
# ADVENTURE TIME



Page **108**

Sc. **92 cont** Pnl. **G** Bg. day night

Sc. **92 cont** Pnl. **H** Bg. day night



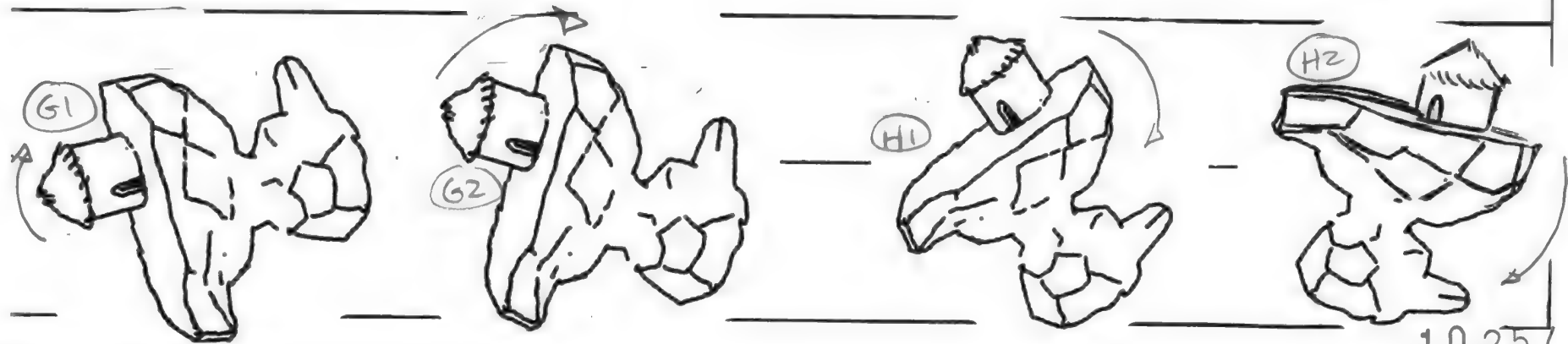
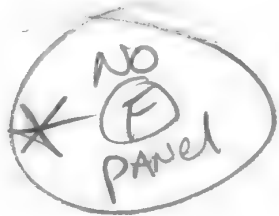
Dialog: **(VO)**

**J/ NO WAIT, IT'S RIGHT SIDE UP.**

**Duck Rock Slows to stop**

**J/ AHH.**

**NOV 04 2013**



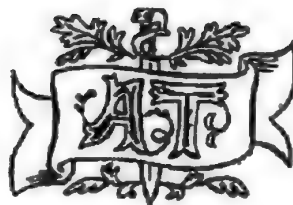
EPISODE # **1025-166**

**1025/166**

Production :

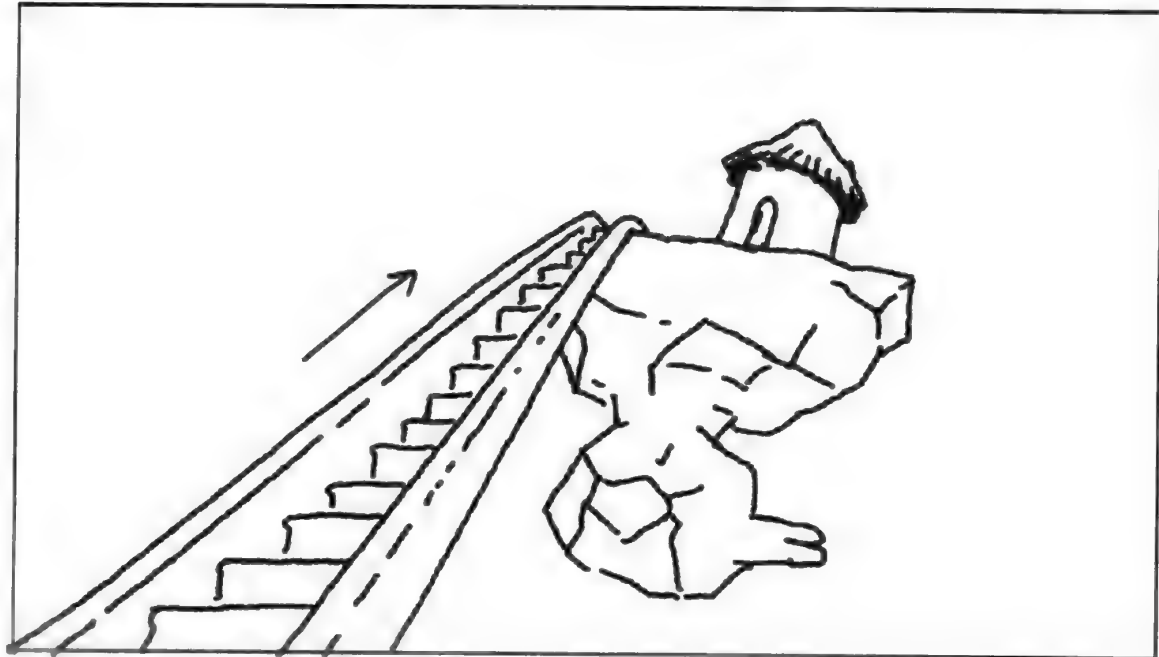
**1025/166**

# ADVENTURE TIME

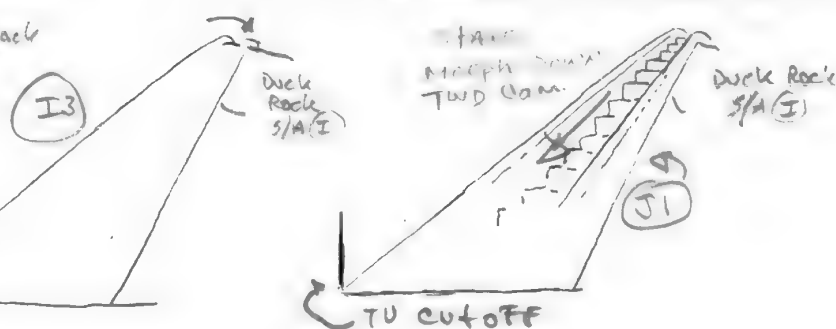
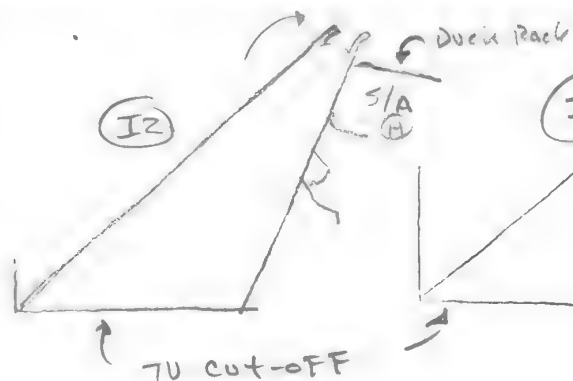
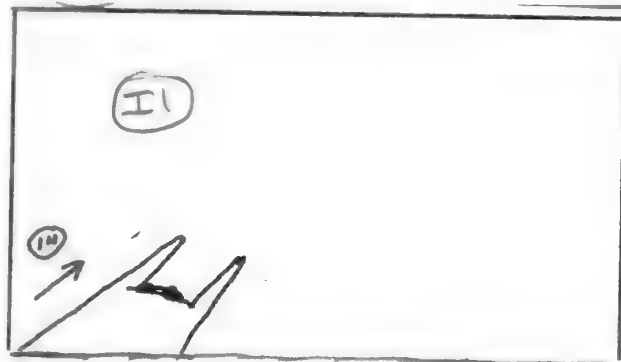
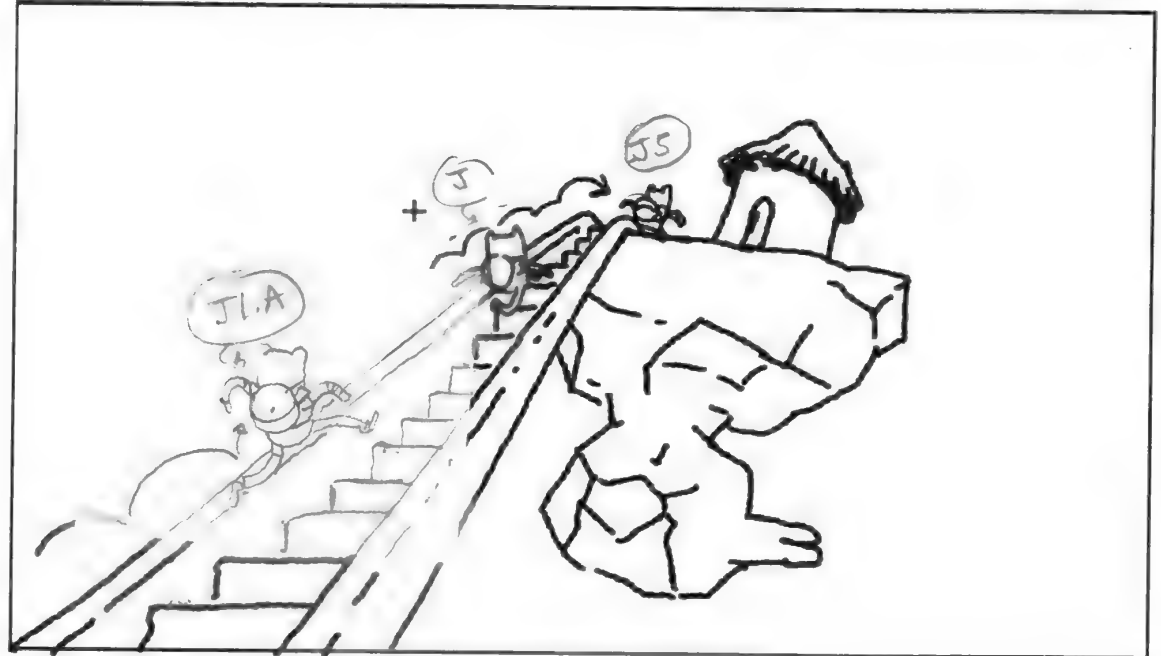


Page **109**

Sc. **92 cont** Pnl. **I** Bg. day night



Sc. **92 cont** Pnl. **J** Bg. day night



NOV 04 2013

1025-166

EPISODE #

1025/166

Production :

1025/166

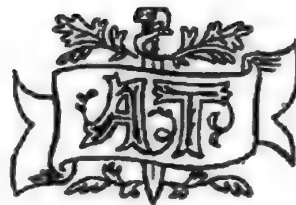


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1025/166

Hi Carl

# ADVENTURE TIME

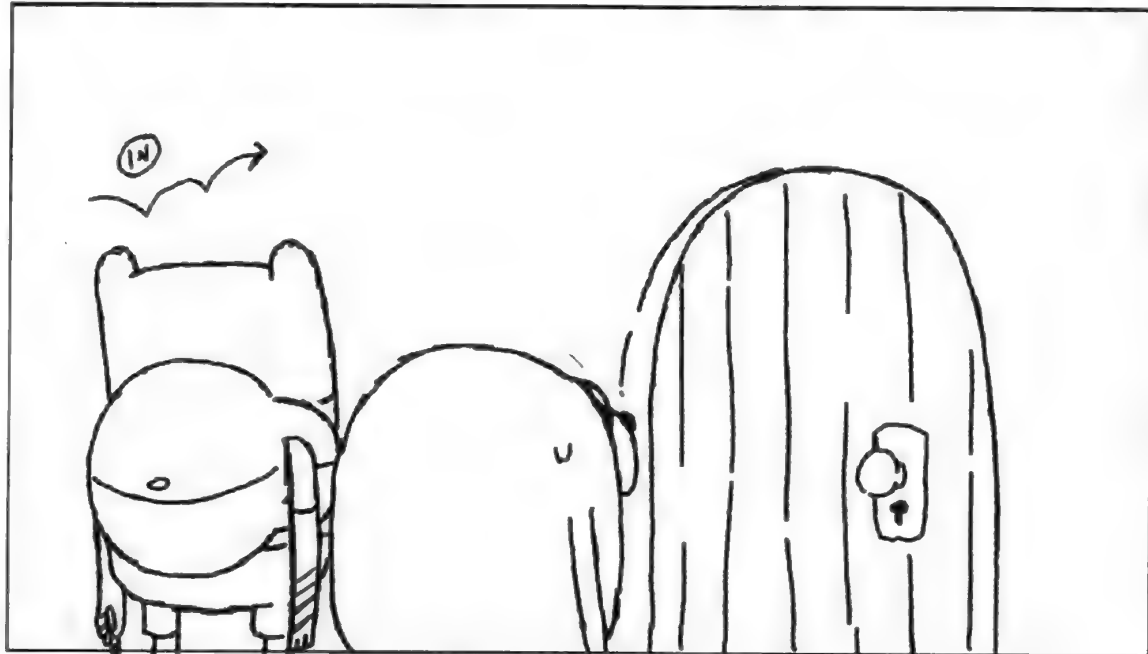


Sc. 43

Pnl.

A Bg.

day night



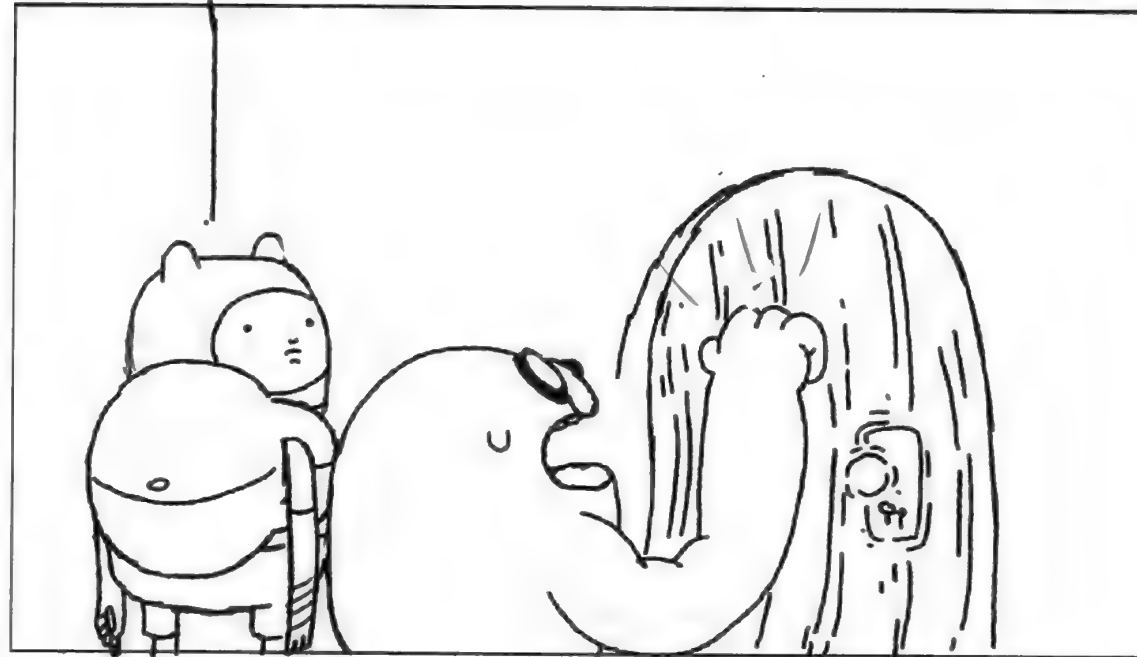
Sc.

93 cont Pnl.

B

Bg.

day night



Dialog:

SFX/ KNOCK, KNOCK, KNOCK, KNOCK

J/(yelling) HEY, GET OUT HERE OLD MAN!

NOV 04 2013

Action:

Finn n' Jake walk up to door

Timing:

(B) (B) (B) (B) (B) (B) (B) (B)

JAKE KNOCKS SUPER LOUD  
and starts.



1025-166

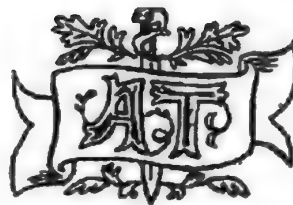
EPISODE #

1025/166

Production :

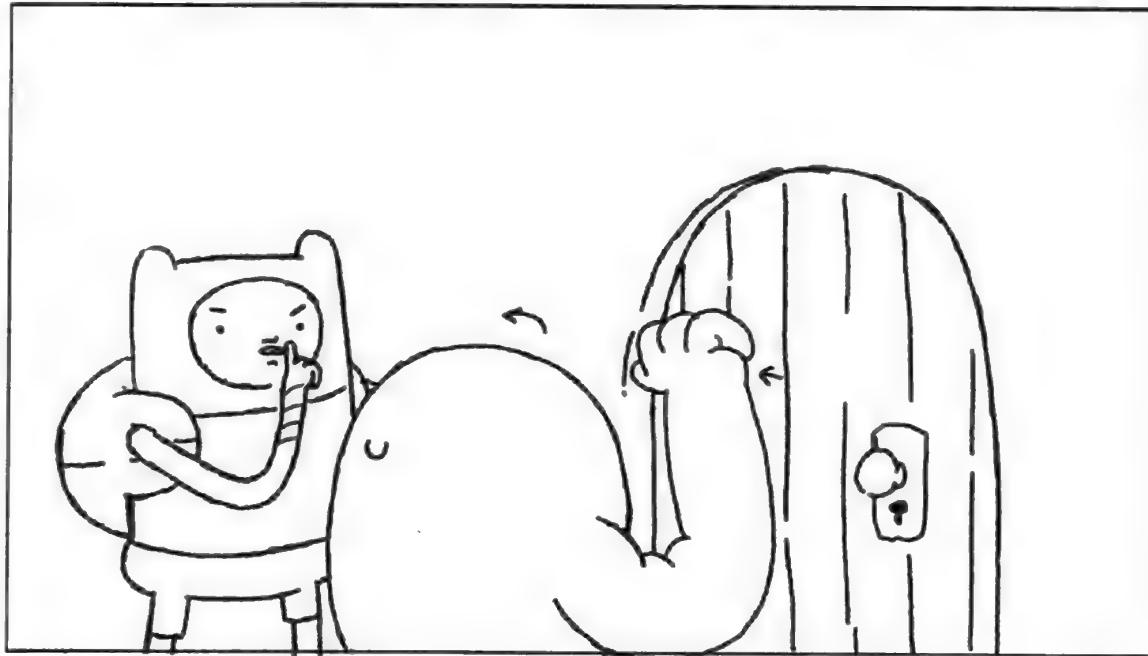
1025/166

# ADVENTURE TIME

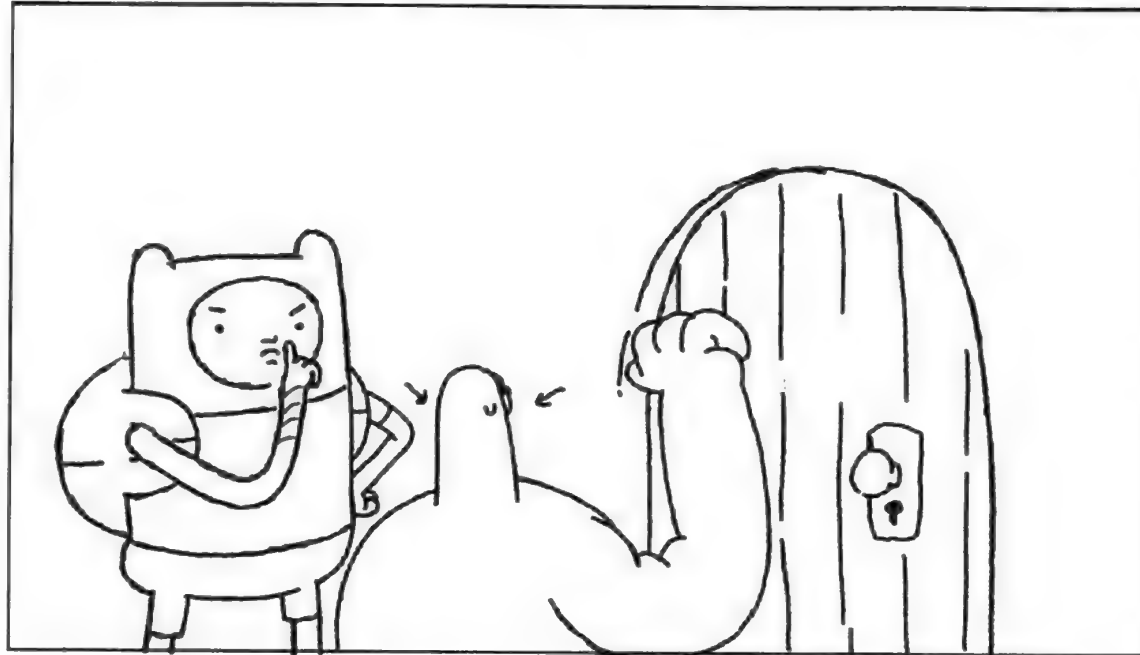


Page 111

Sc. 93 CONT Pnl. C Bg. day night



Sc. 93 CONT Pnl. D Bg. day night



Dialog:

F/DUDE, SHHH. DON'T WAKE HIM UP.

NOV 04 2013

Action:

JAKE SHRINKS HEAD DOWN.

Timing:

1025-166

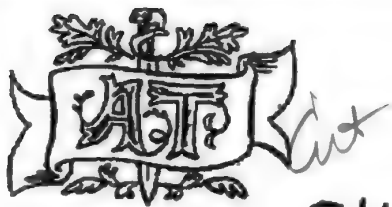
EPISODE #

1025/166

Production :

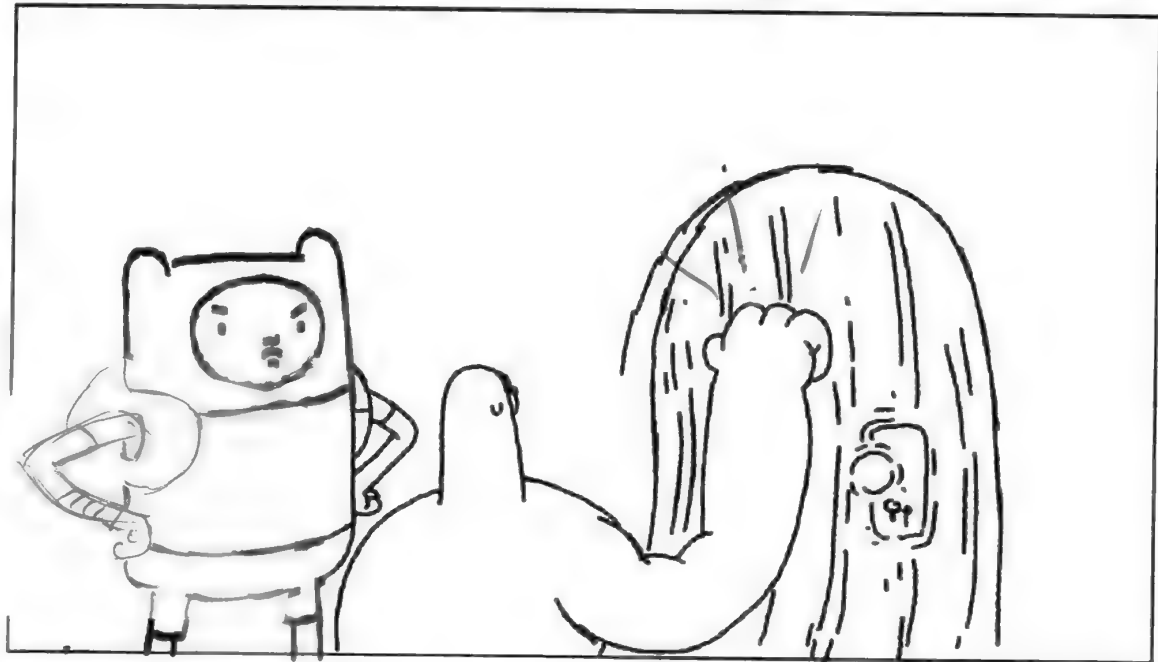
1025/166

# ADVENTURE TIME

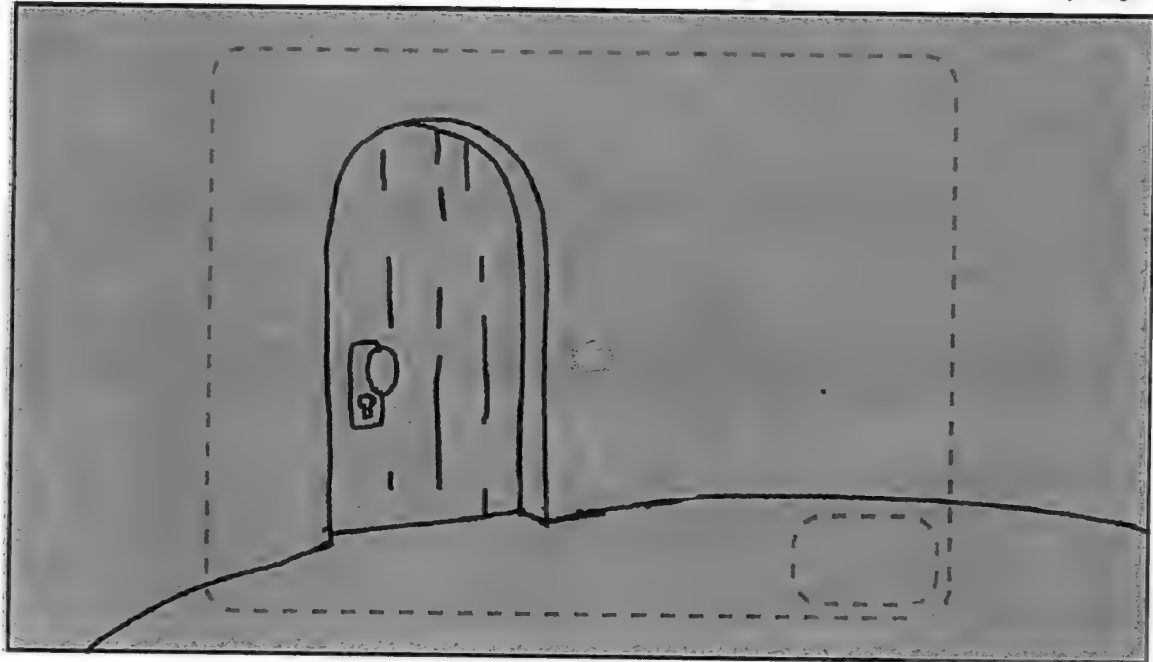


Page 112

Sc. 93 *cont* Pnl. E Bg. day night



Sc. 94 Pnl. A Bg. day night



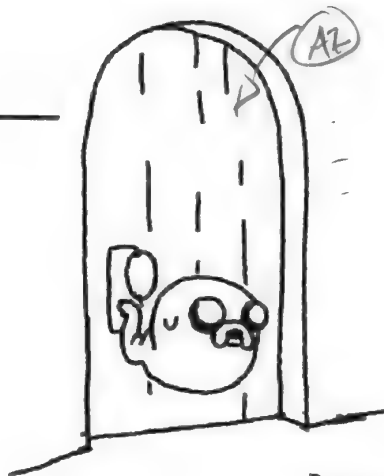
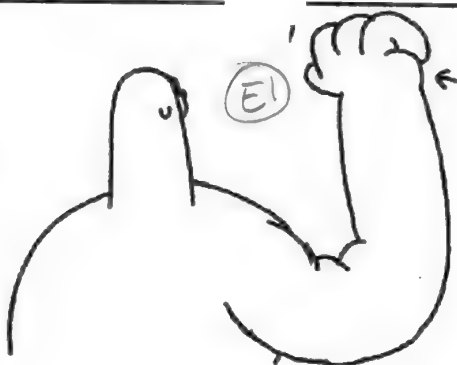
Dialog: SFX/ KNOCK, KNOCK, KNOCK, KNOCK

J: (WHISPER) HEY, GET OUT HERE OLD MAN!

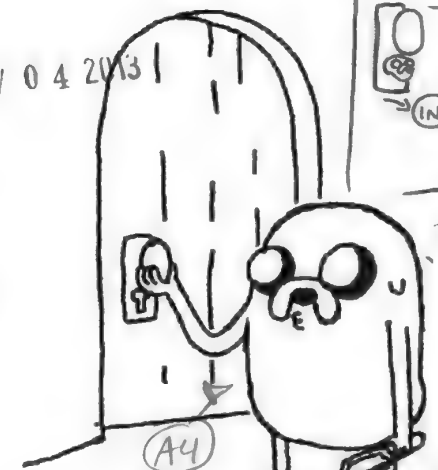
Action:

EYE EYE EYE EYE

Timing: - JAKE KNOCKS  
JUST AS LND AS  
BEFORE.



NOV 04 2013



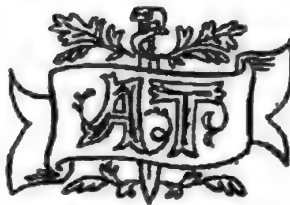
JAKE STRETCHES THROUGH  
DOOR LND F.

EPISODE # 1025-166  
1025/166

Production:

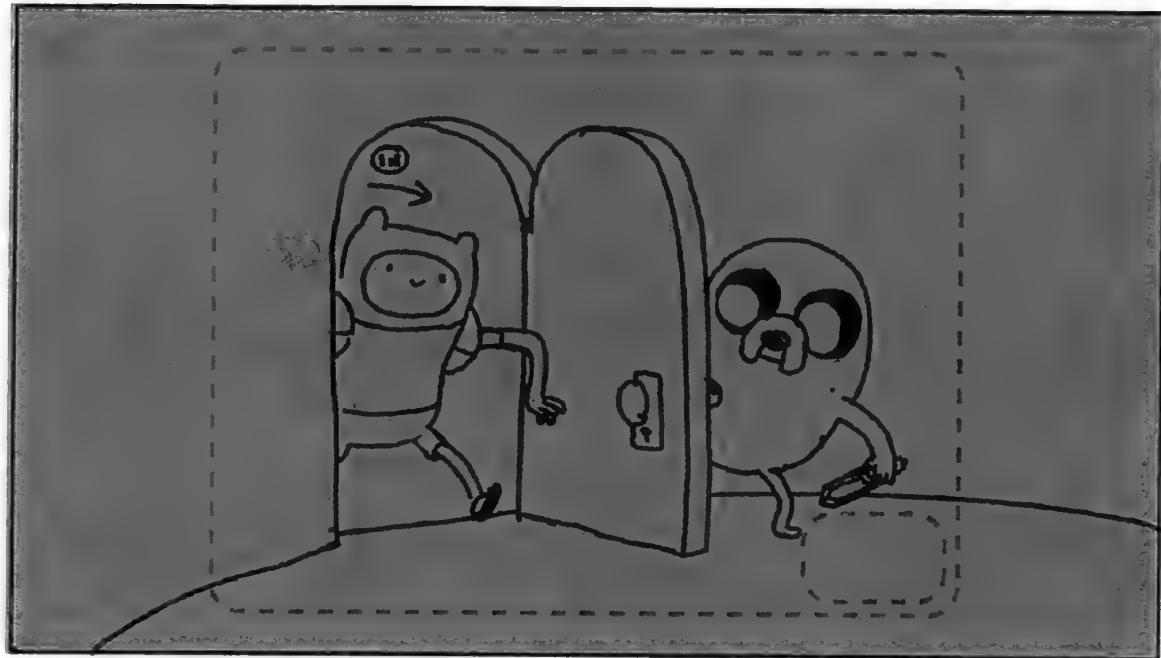
1025/166

# ADVENTURE TIME

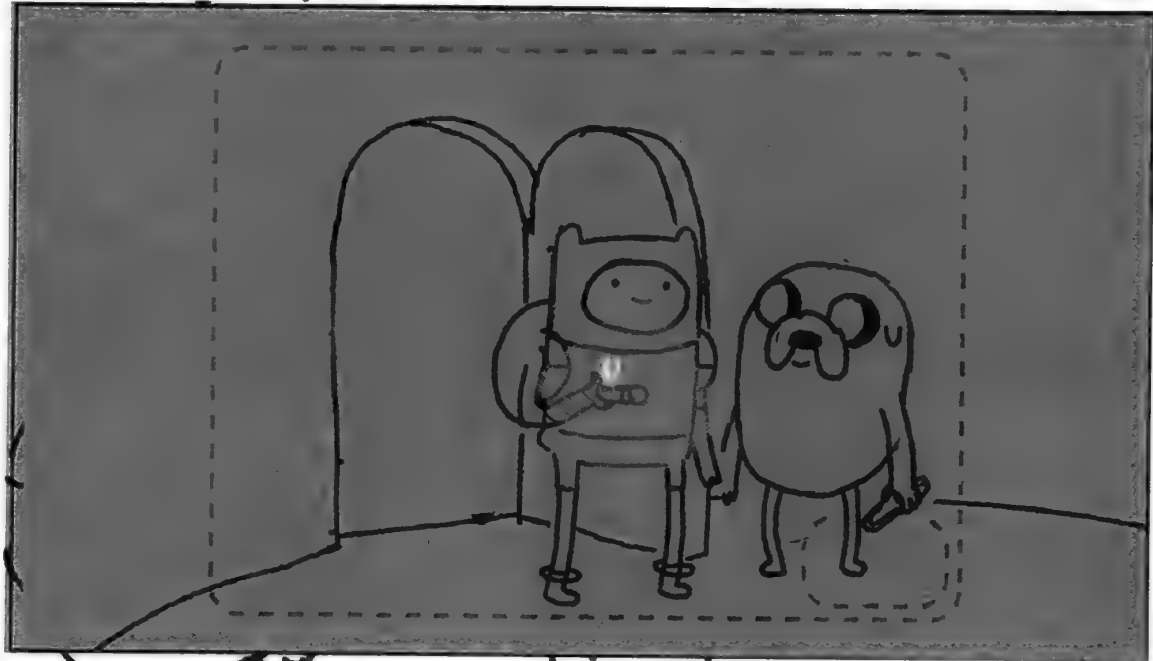


Page **113**

Sc. **94 cont** Pnl. **B** Bg. day night



Sc. **94 cont** Pnl. **C** Bg. day night



Dialog:

Action:

JAKE Lets Finn In.

Timing:



DETAIL **ASW**  
pds **(C)** (Thumb is up)

NOV 04 2013

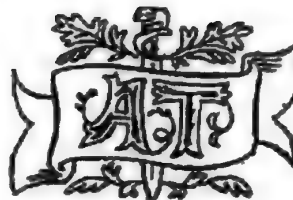
1025/166

EPISODE # 1025-166

1025/166

Production :

# ADVENTURE TIME



NO  
SC  
95

Sc. 94 CONT

Pnl.

D

Bg.

day night

the cut

Sc.

96

Pnl.

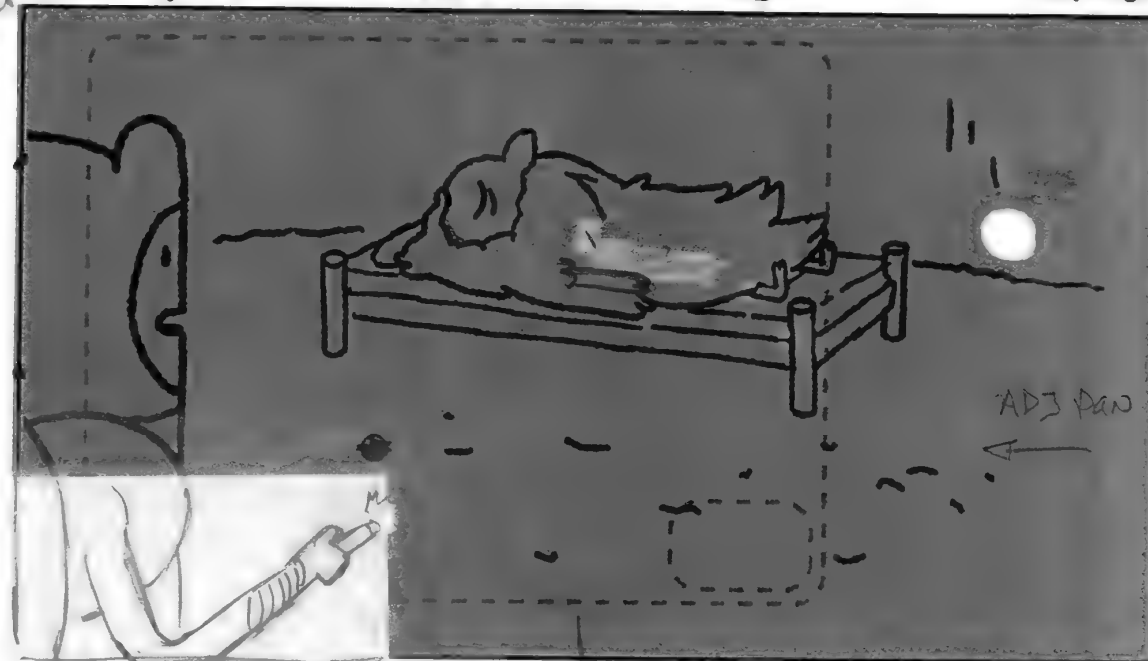
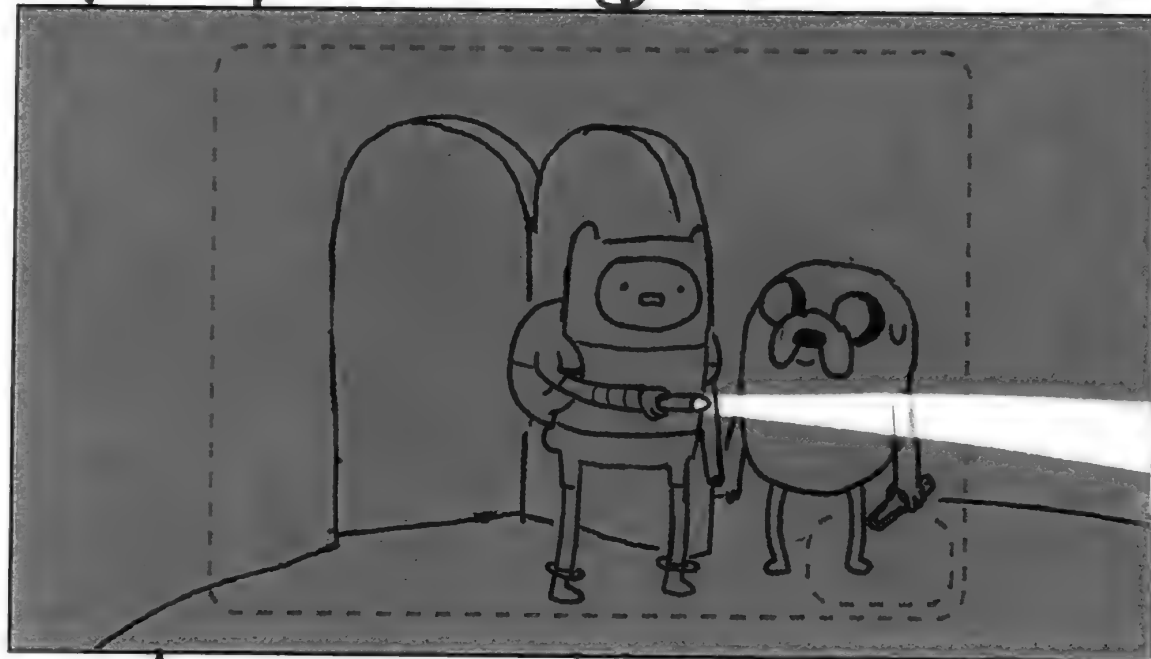
A

Bg.

Page

114

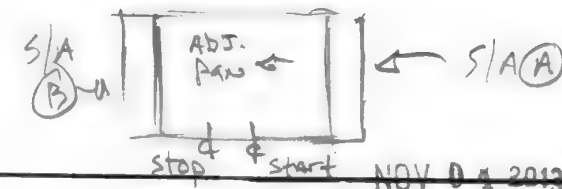
114A NEXT  
day night



Dialog: (LOUD WHISPER)  
F/ BZOW!



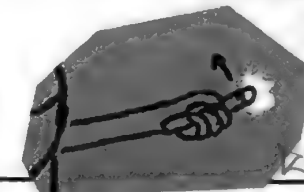
Action: Finn lights up His Light.



NOV 01 2013

Timing:

Lighted Area w/w  
FINS ARM MOVES & ANIMATES  
ACROSS BED



1025/166

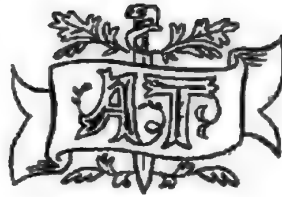
1025-166

EPISODE #

Production :

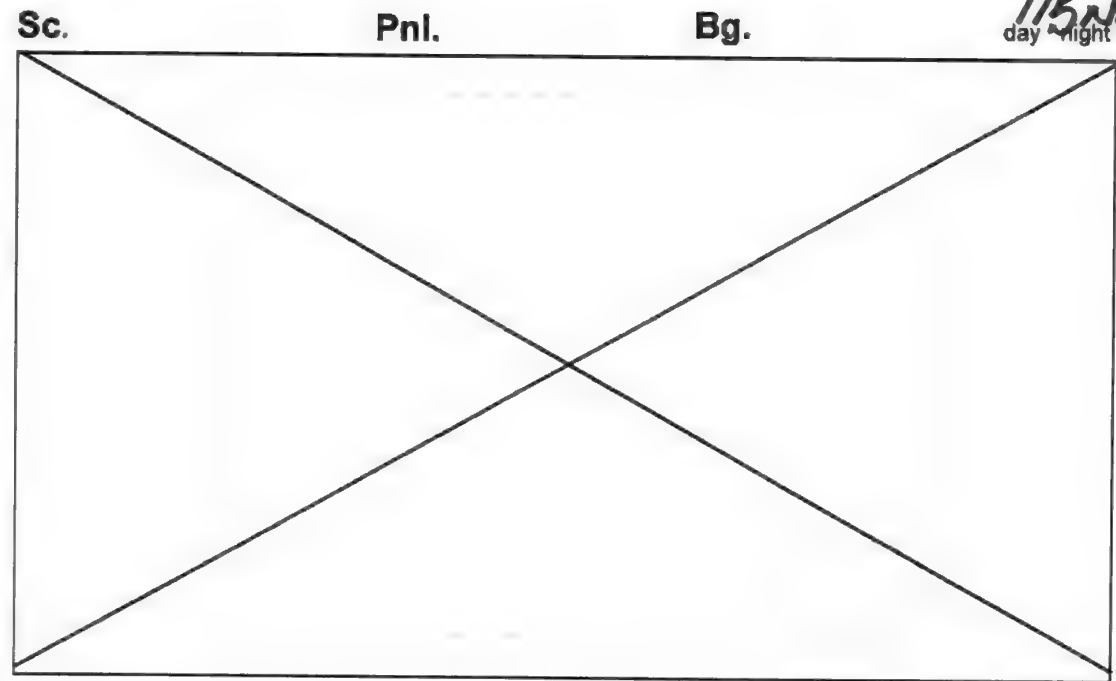
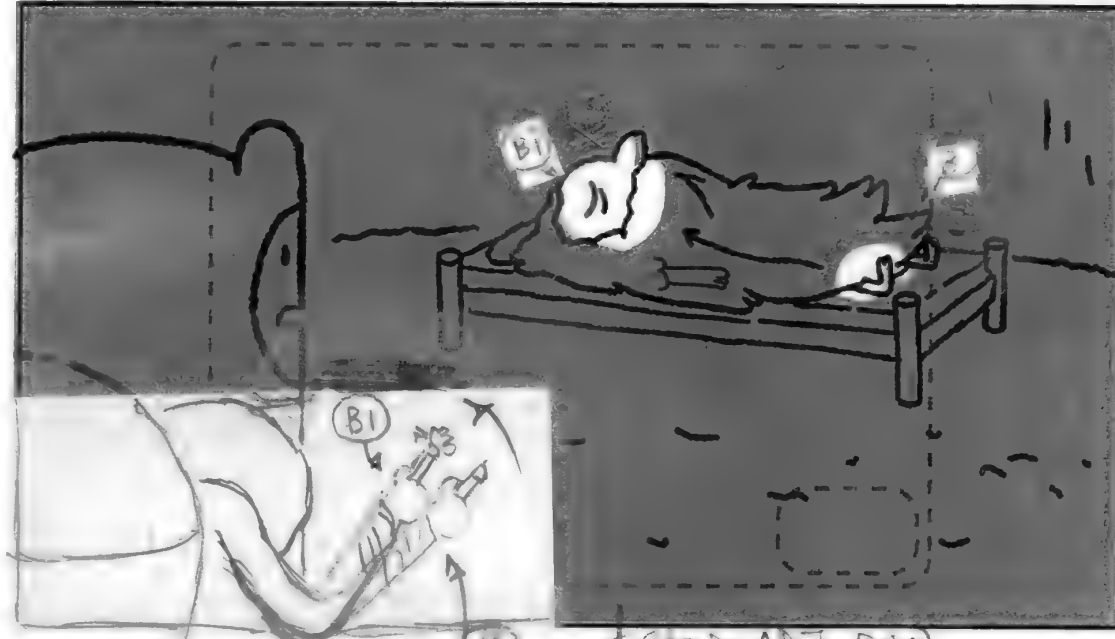
1025/166

# ADVENTURE TIME



Page 114A  
115 NEXT  
day night

Sc. 96 cont Pnl. B Bg. day night



Dialog:	(LOUD WHISPER) F/OLD MAN. (B1)
Action:	LIGHT REVEALS OLD MANS FEET THEN TRAVELS UP HIS BODY TO HIS FACE NOV 0 4 2013
Timing:	FACE REVEALED then Fm DIAL

EPISODE # 1025-166

Production :

1025/166

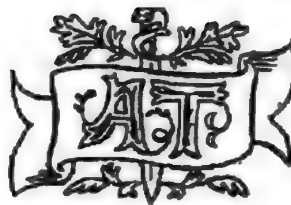
1025/166

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1025/166

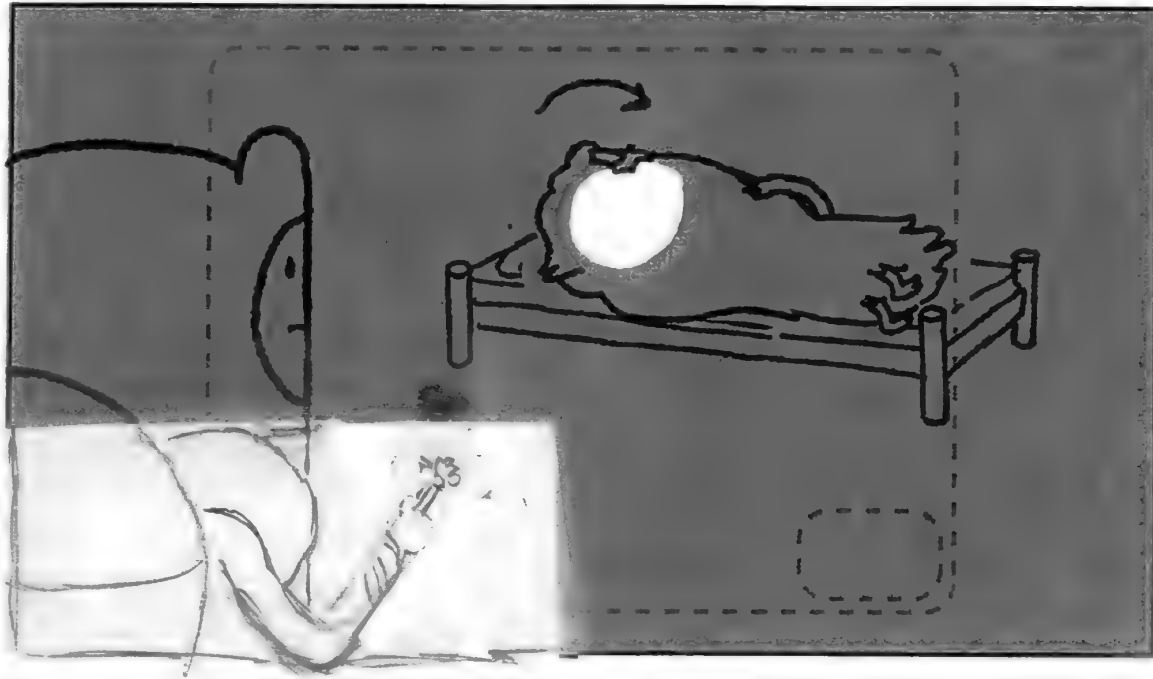
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# ADVENTURE TIME

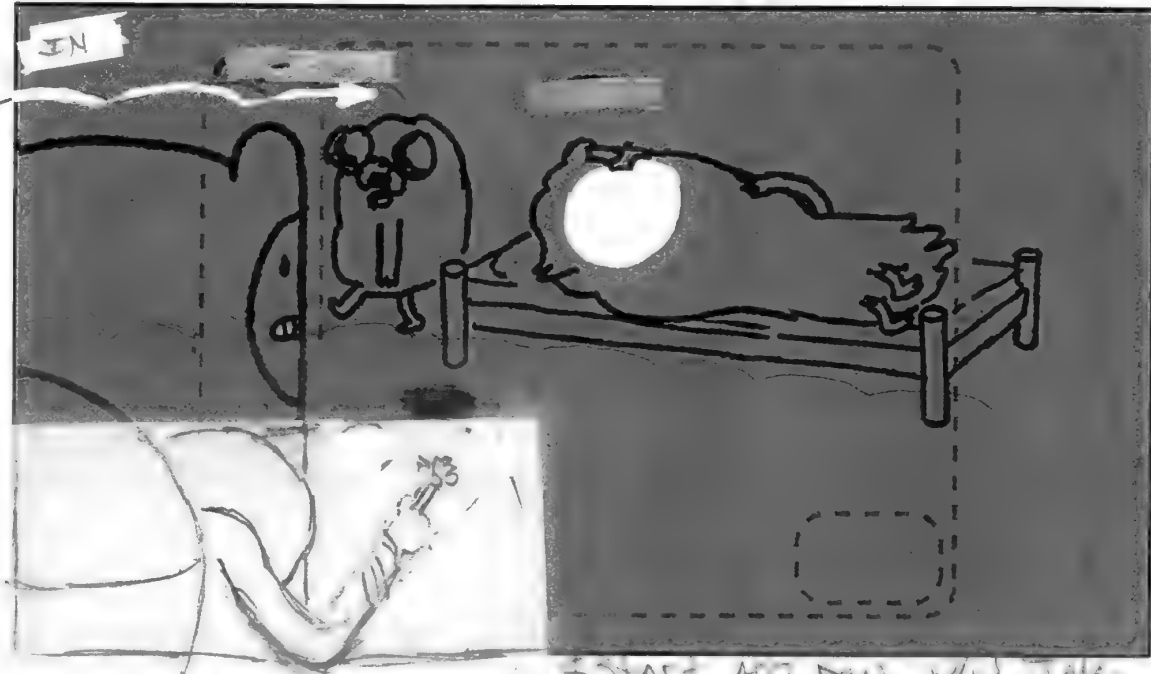




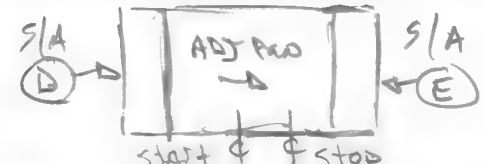
Page 115

Sc. 96 cont Pnl. C Bg. day night



Sc. 96 cont Pnl. D Bg. day night



Dialog:	OLD PRISMO Rolls over  Lighted AREA w/ J	(QUIET) J/ BEEP BEEP BEEP	NOV 04 2013	
Action:	OLD Prismo's Roll over	JAKE Backsteps IN Drops FWD ON ARMS w/ Legs cont Backstep under BED		
Timing:				

1025-166

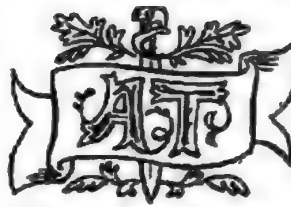
EPISODE #

1025/166

Production :



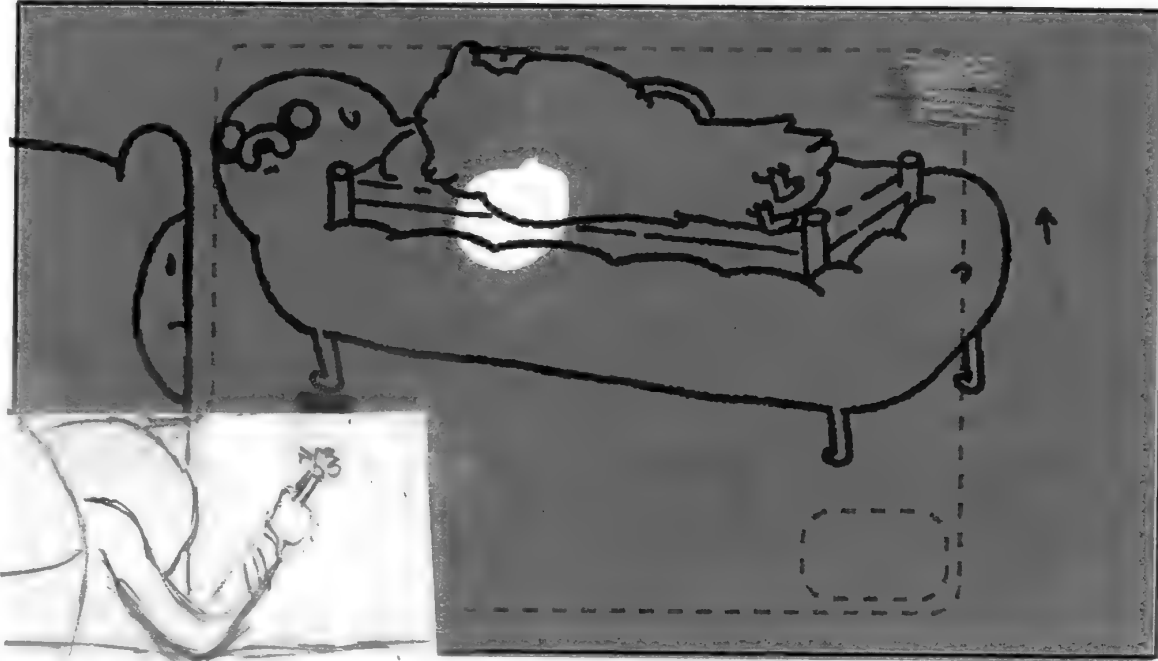
# ADVENTURE TIME



the cut

Page 116

Sc. 96 cont Pnl. E Bg. day night



Sc. 97 Pnl. A Bg. day night



Dialog:

SFX: \* THMP! \*

OP/ [GROAN.],

NOV 04 2013

Action: JAKE STRETCHES UNDER BED THEN INFLATES HIMSELF RAISING THE BED UP.

ad prismo Groans and turns over in his sleep.

Tin



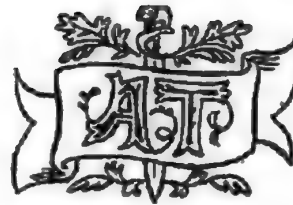
1025/166

EPISODE # 1025-166

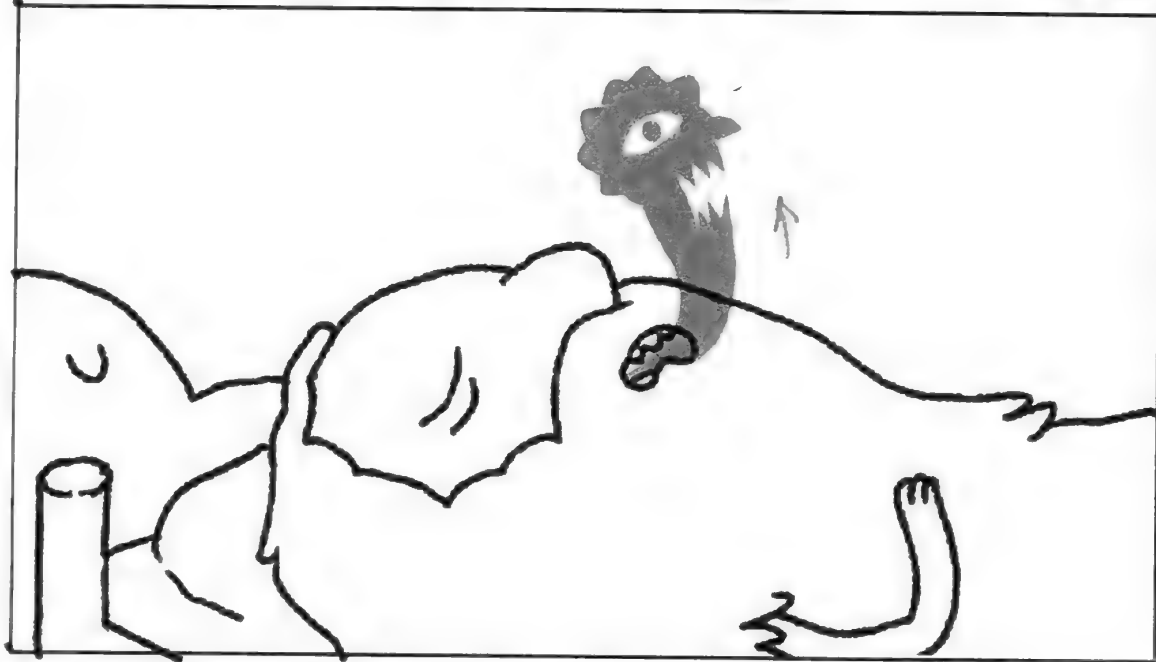
1025/166



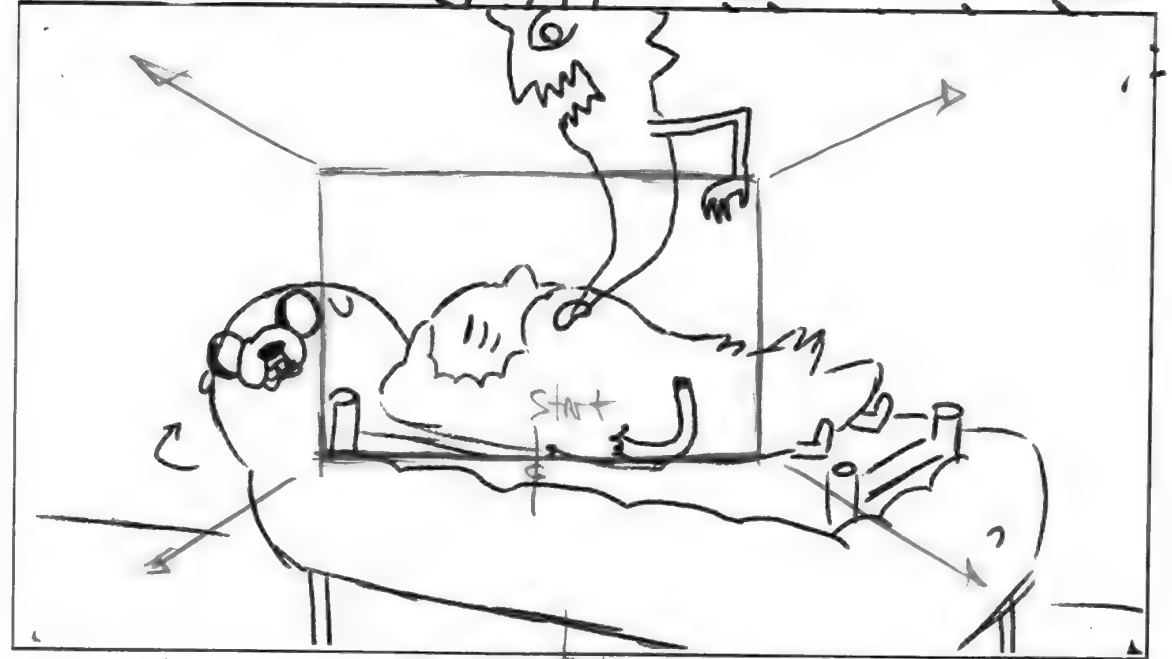
# ADVENTURE TIME



Sc. 97 cont Pnl. B Bg. day night



Sc. 97 cont Pnl. C Bg. day night



Dialog:

SHADOW CREATURE : \*H/SSS\*

Action:

SHADOW CREATURE comes out of sleeping OP.

Timing:



NOV 04 2013

1025/166

EPISODE # 1025-166

Production :

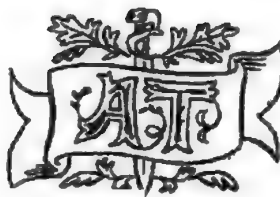
1025/166

Page 117  
117A NEW  
day night

1025/166

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# ADVENTURE TIME

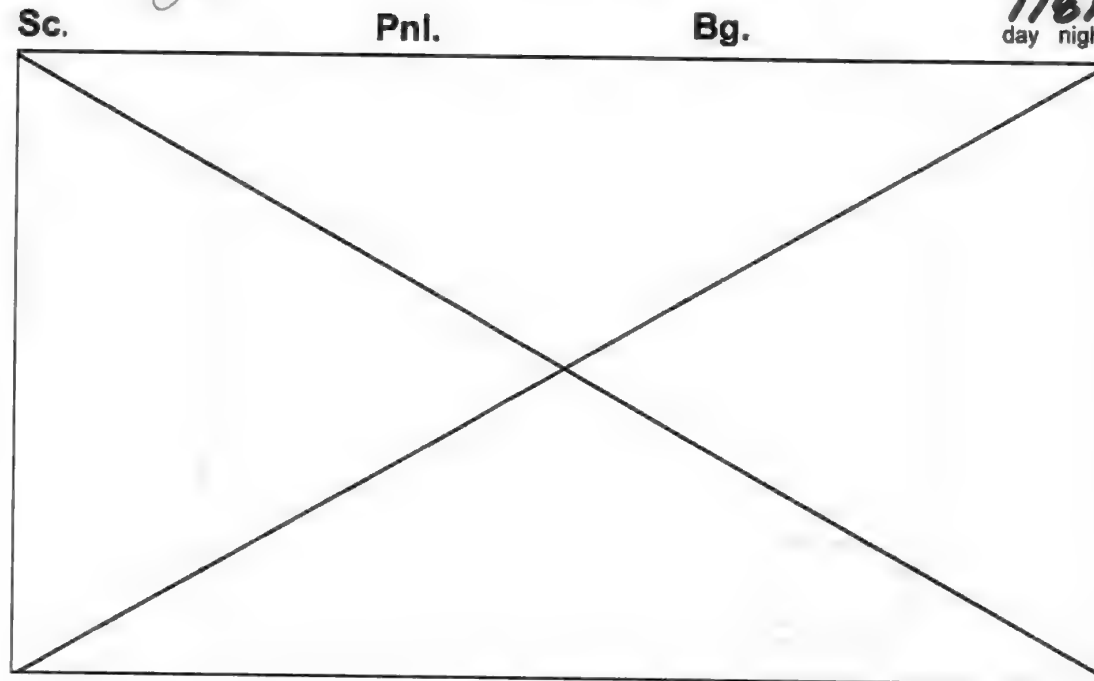
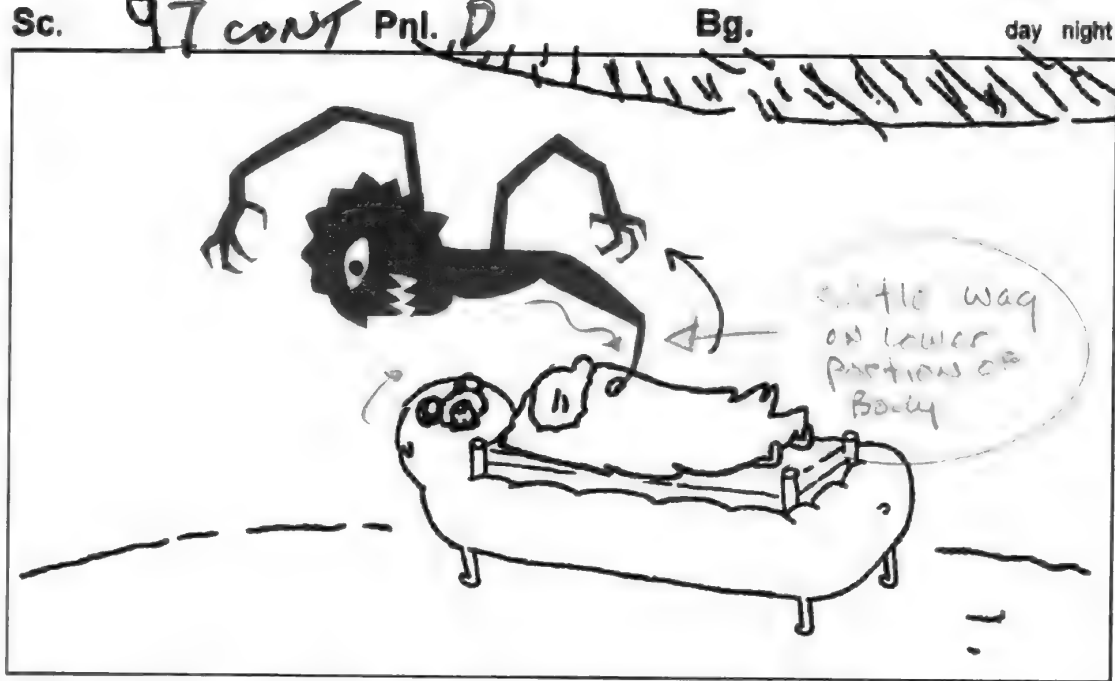


HO  
CUT

NO SC98

Page 117A

118 NEXT  
day night



Dialog:

J/ UH OH.

Action:

Timing:

NOV 04 2013

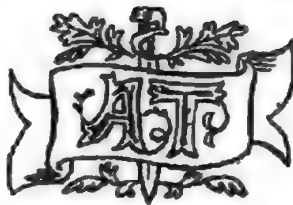
EPISODE # 1025-166

Production :

1025/166

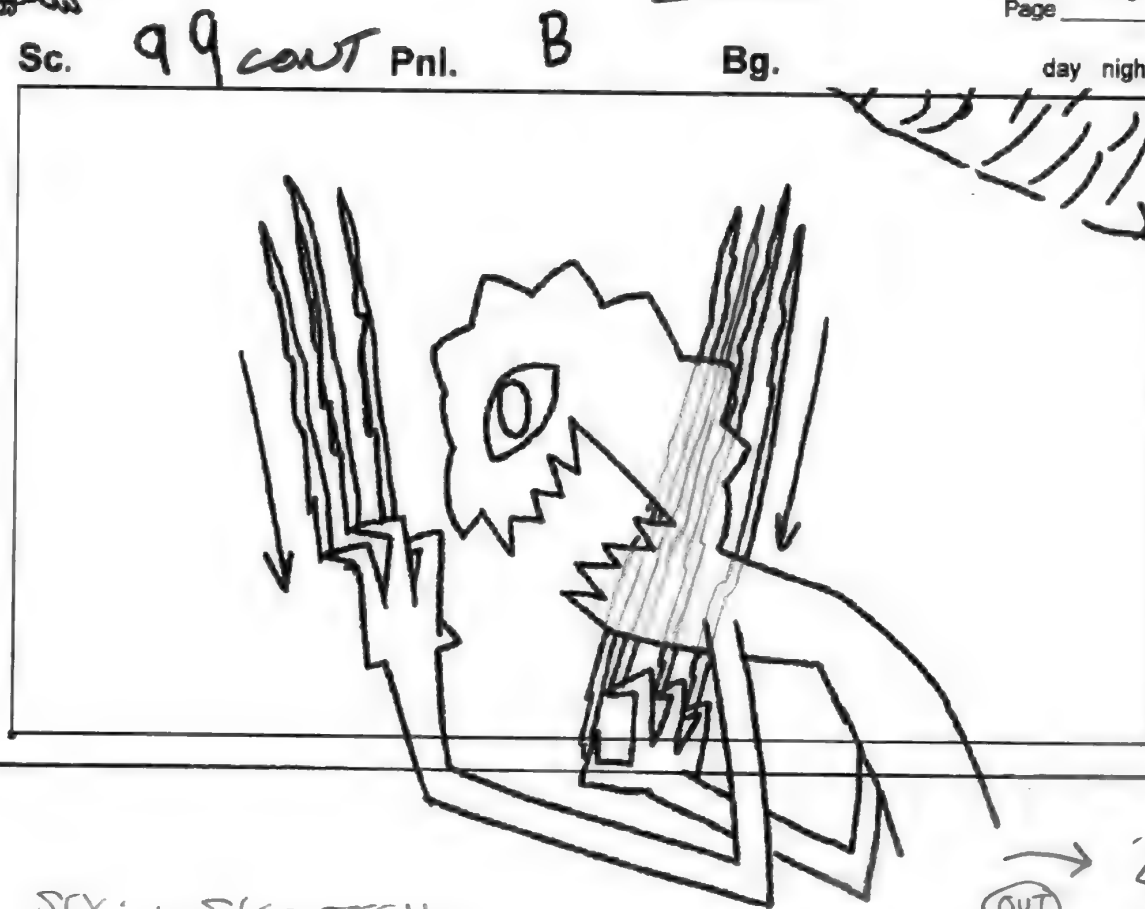
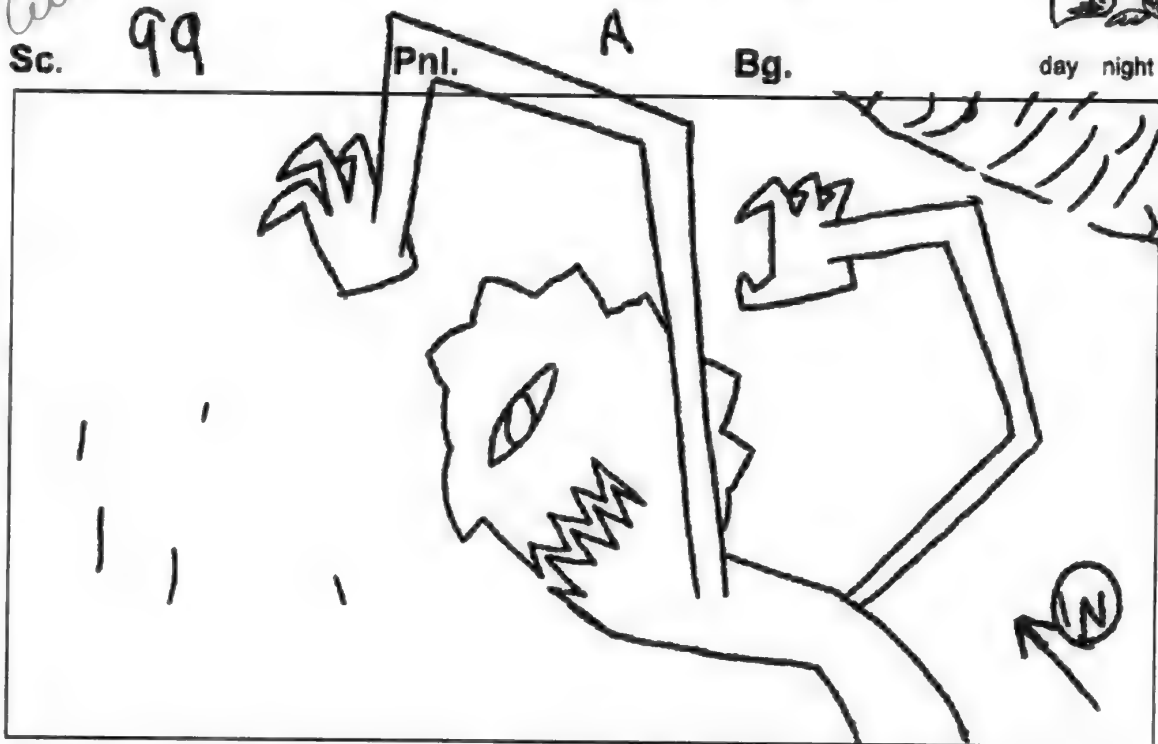
1025/166

# ADVENTURE TIME



NO  
SC  
100

Page 118



Dialog:

Action:

SHADOW CREATURE COMES IN.

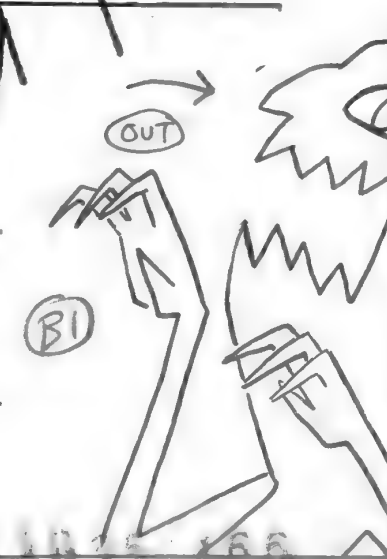
(A1)

- SC SCRATCHES WALL OF HUT.

Timing:

SFX: \* SKRTTCH \*

NOV 04 2011



EPISODE# 1025-166

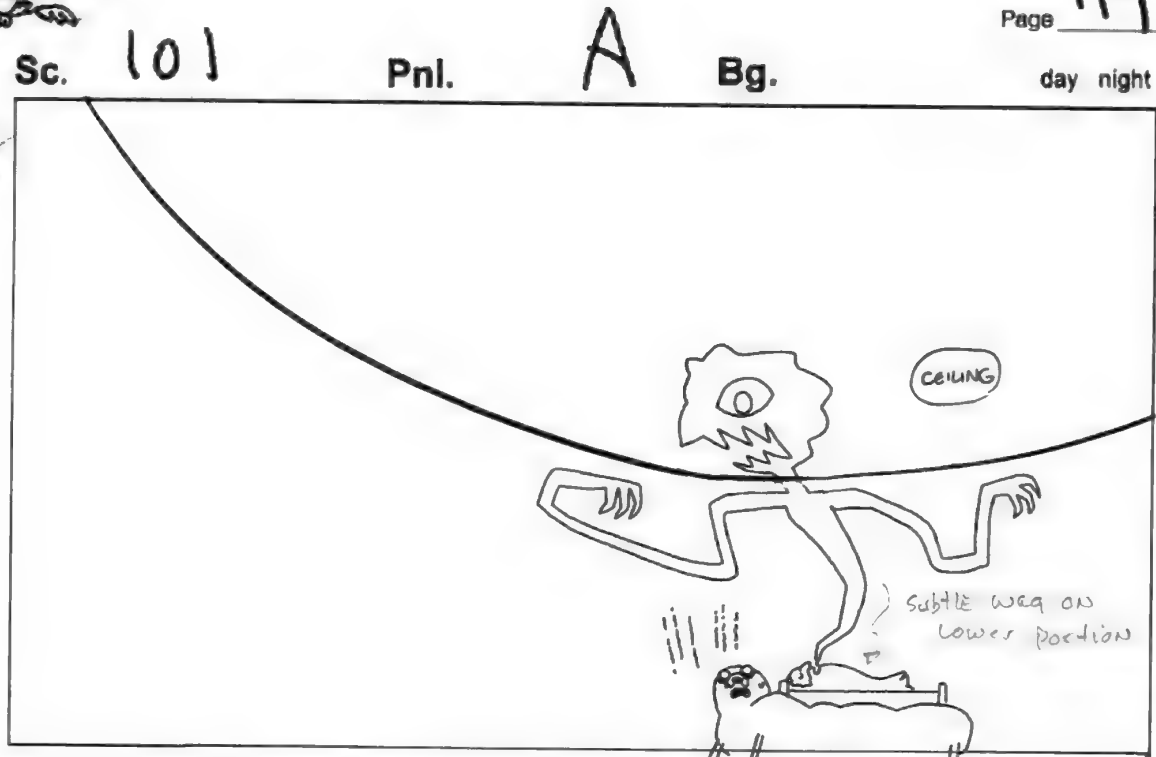
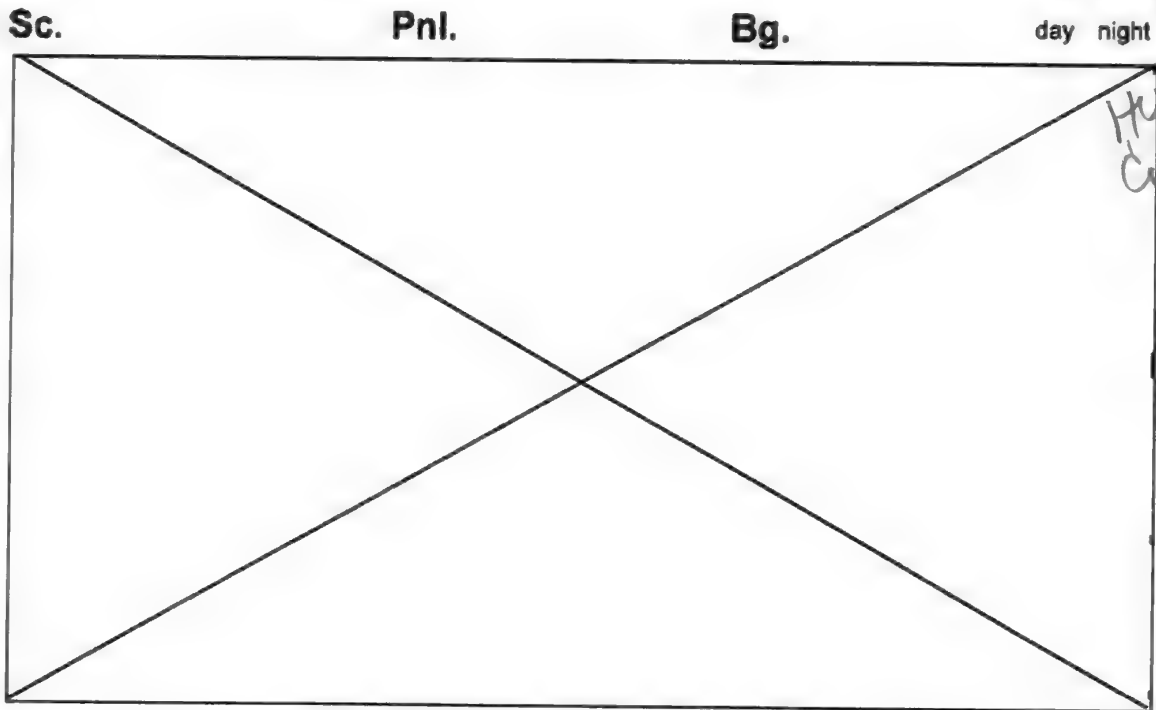
1025/166

1025-166  
TV CUT OFF

1025/166

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# ADVENTURE TIME



Dialog:	(LOUD WHISPER) J/ Gah. Finn, a little help.
Action:	NOV 04 2013
Timing:	(A) 

1025/166

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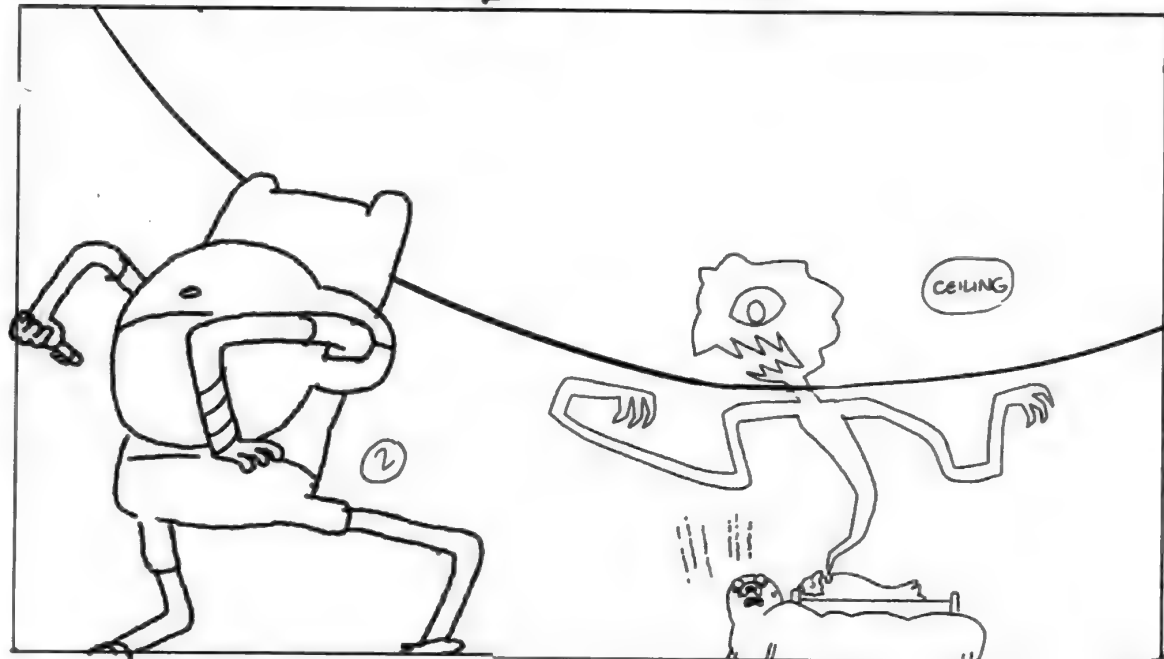
# ADVENTURE TIME



NO SC  
102

Page 120

Sc. 101 *cont* Pnl. *B* Bg. day night



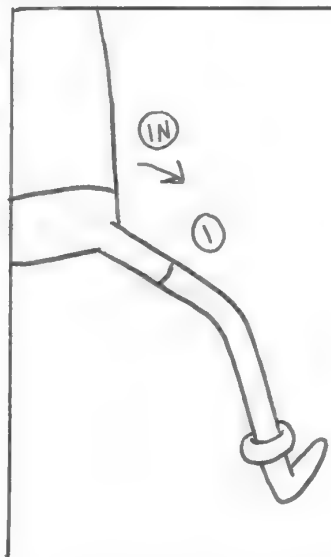
Dialog:

(B1)

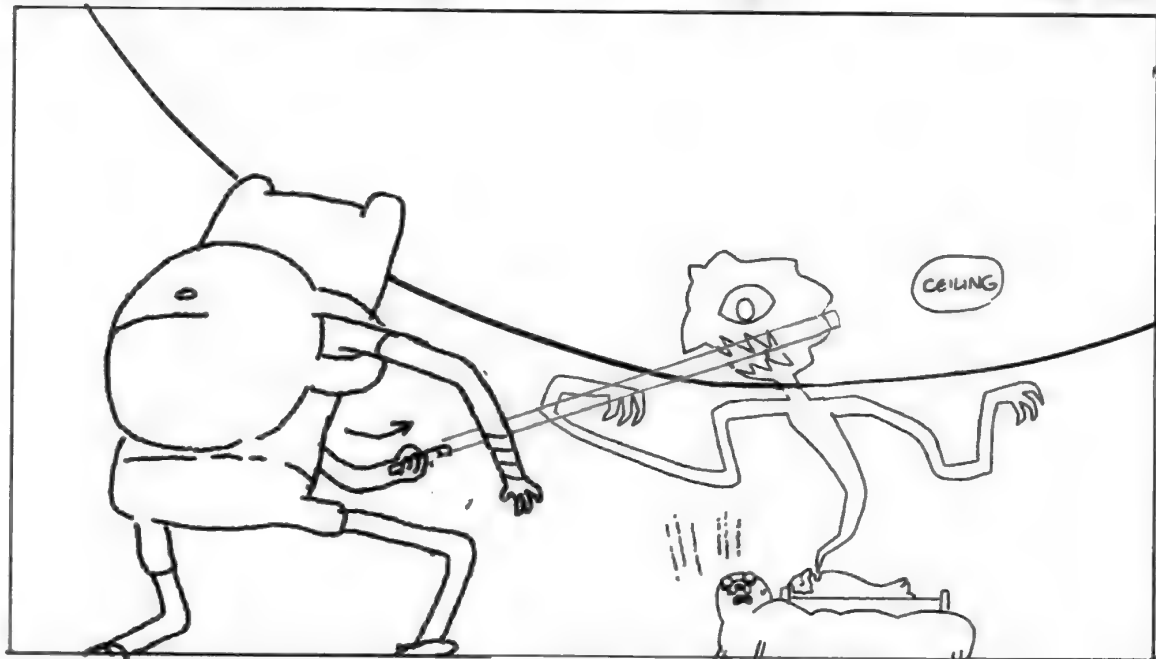
Action:

- FINN JUMPS ON/VS

Timing:



Sc. 101 *cont* Pnl. *C* Bg. day night



F/BZOOOW

NOV 04 2013

- F. SHOTS LIGHT BEAM

SA

(C1)

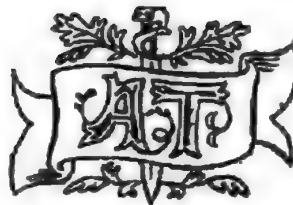
NO CUT

EPISODE # 1025-166  
1025/166

Production :

1025/166

# ADVENTURE TIME



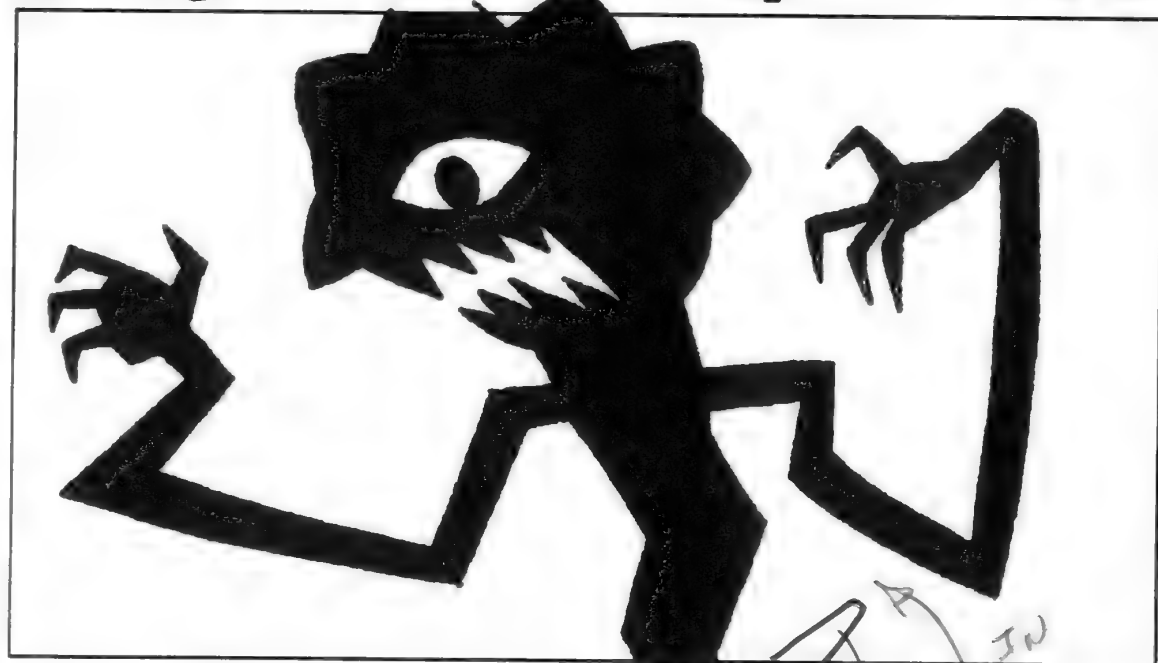
Page 121

Sc. 103

Pnl. A

Bg.

day night

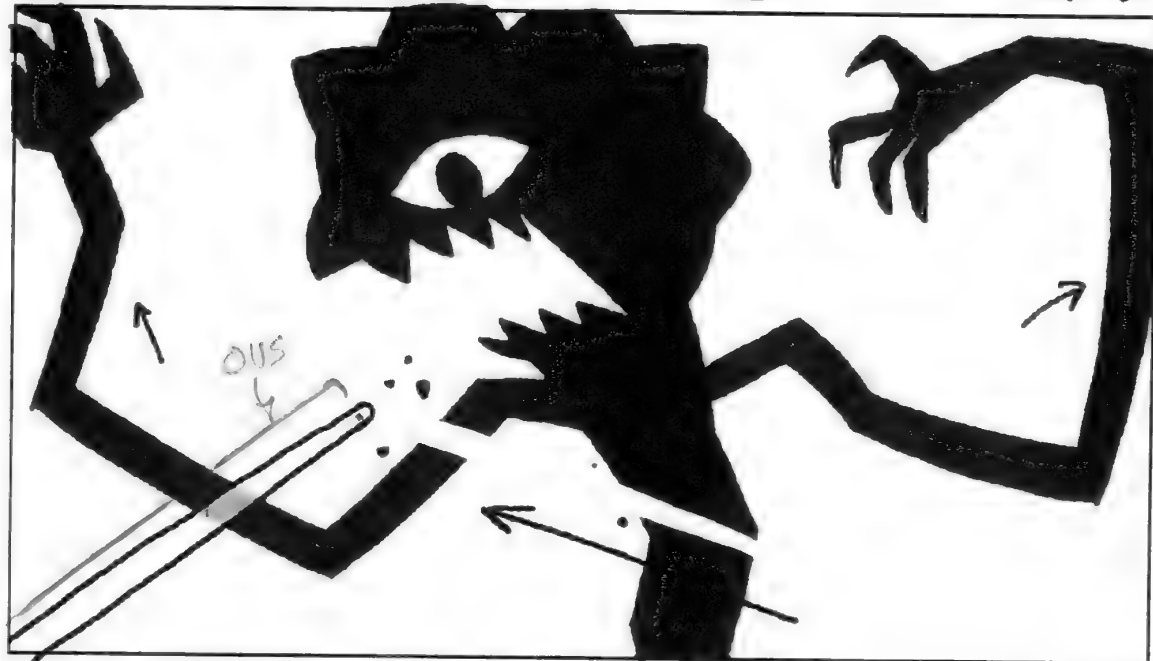


Sc. 103 cont

Pnl. B

Bg.

day night



Dialog:

SC: \*HISSSS\*

LIGHT

NOV 04 2013

Action:

Shadow creature Rears up.

PEN LIGHT beam cut sh through SC,

Timing:

1025/166

EPISODE # 1025-166

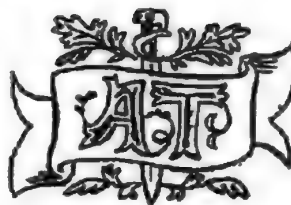
1025/166

Production :

He cut

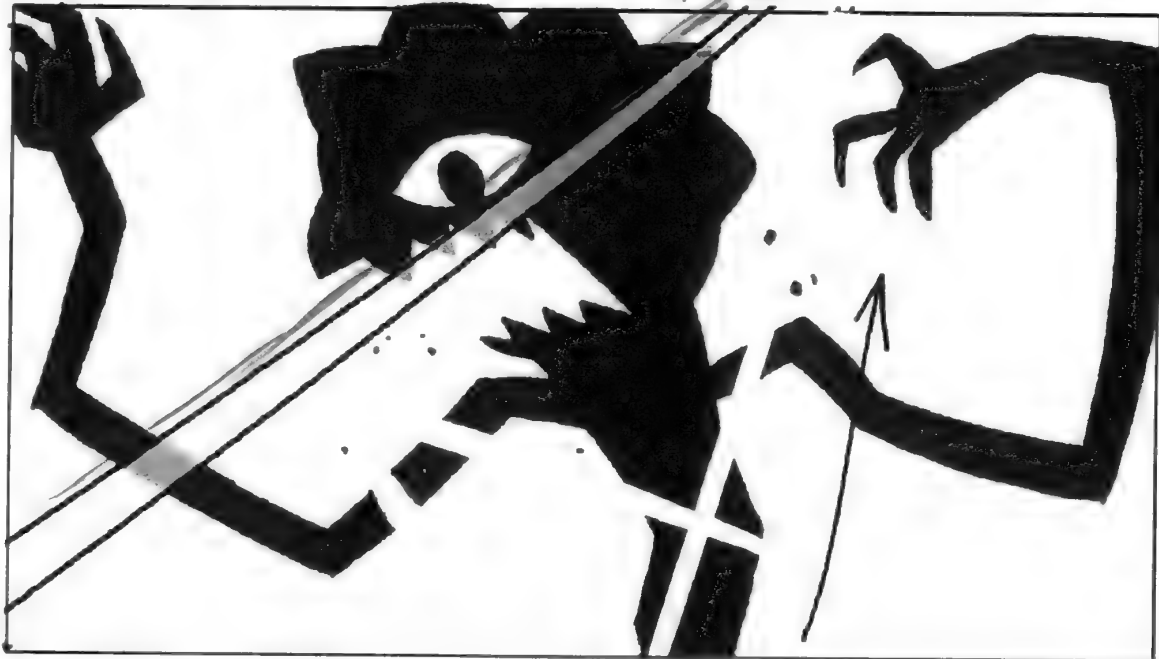
1025/166

# ADVENTURE TIME



Page 122

Sc. 103 cont Pnl. C GOVS Bg. day night



Sc. 103 cont Pnl. D Bg. day night



Dialog:

Action: BEAM SWIPES  
across creature  
again

Timing:



NOV 04 2013

creature starts to shatter.

1025/166

EPISODE # 1025-166

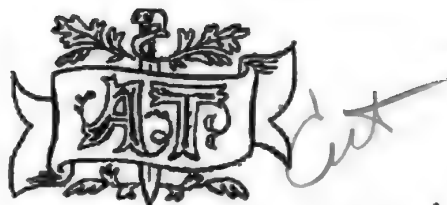
1025/166

Production :



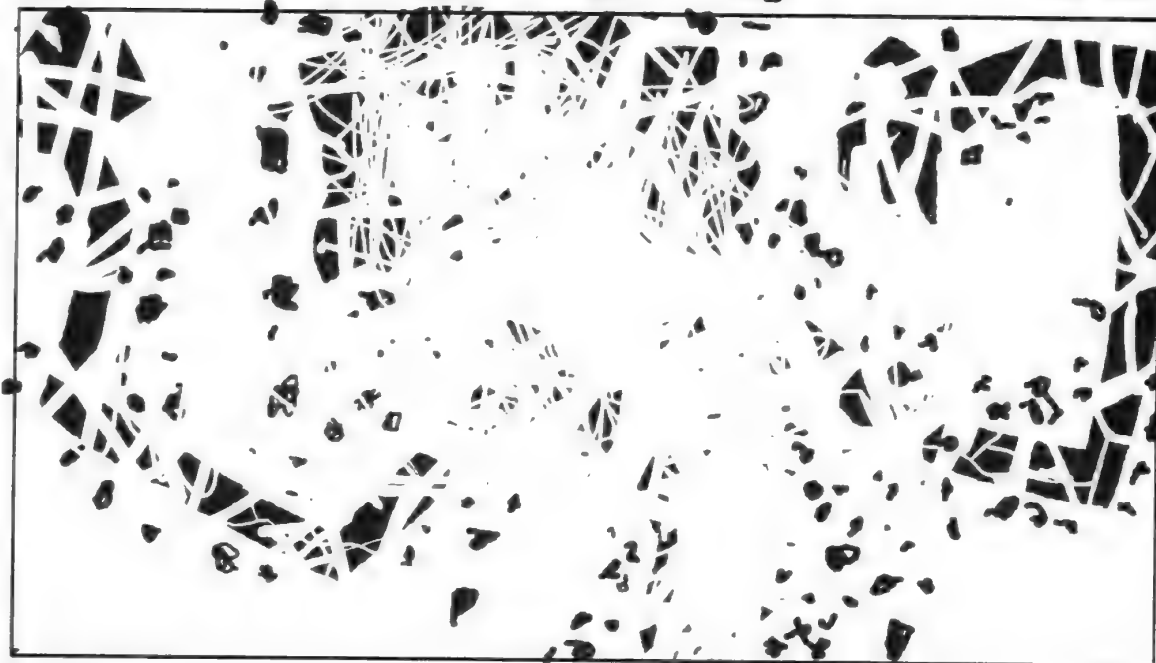
1025/166  
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# ADVENTURE TIME



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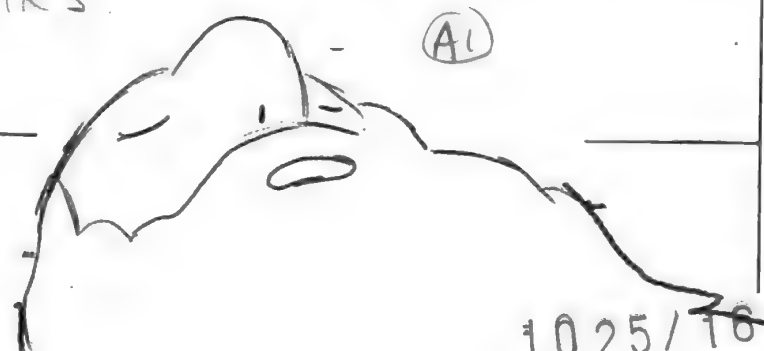
Sc. 103 cont Pnl. E Bg. day night



Sc. 104 Pnl. A Bg. day night



Dialog:	SFX: * SHATTER *	op / uuuuGH	NOV 04 2013
Action:	crackure explodes outwards	- OLD PRISM & STIRS	(AI)
Timing:			

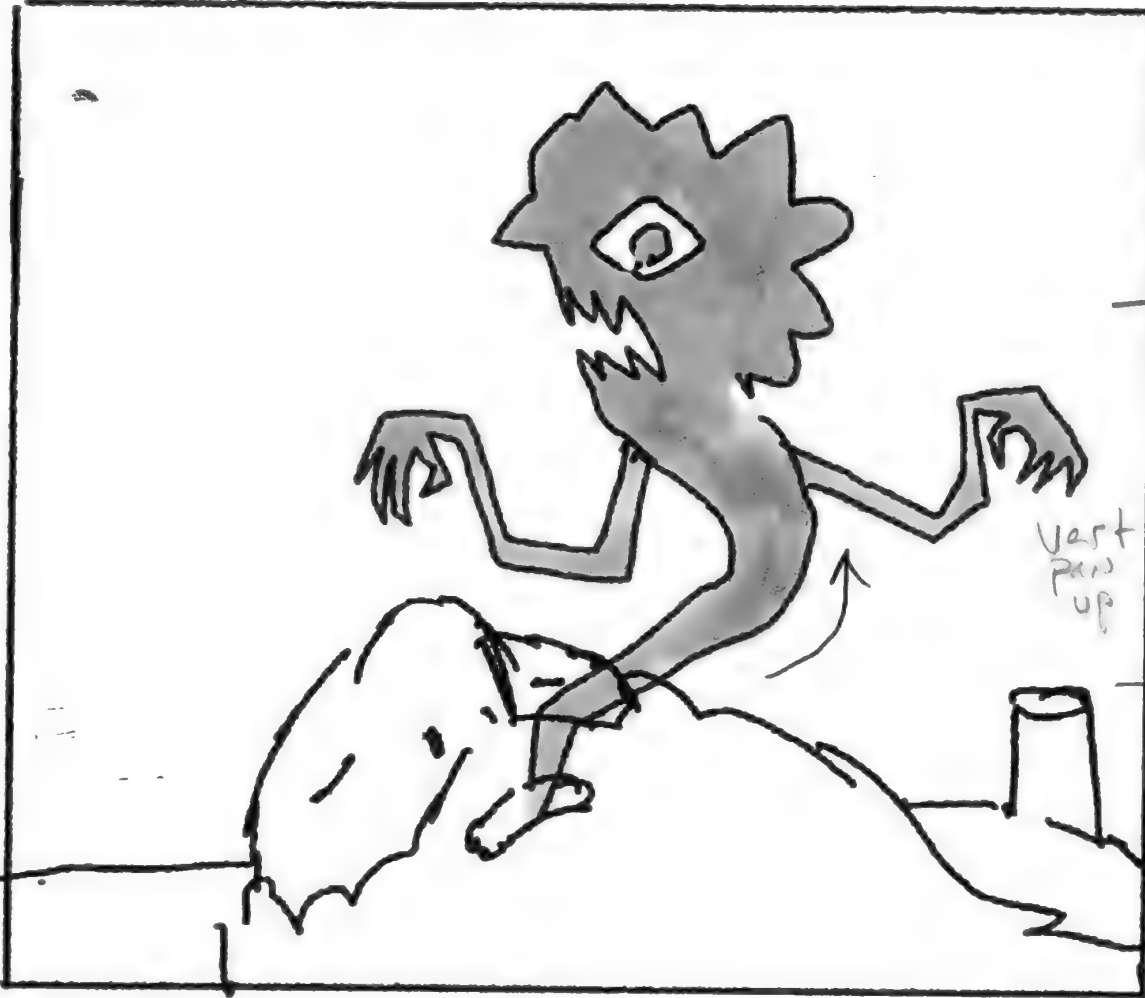


EPISODE # 1025-166  
1025/166

Production :

1025/166





Sc. 105

Pnl. A

Bg.

Page 124  
day night



Action: op / uuuuG

Timing: Another creature comes out of old Prismo's mouth.



J / Hmmm

-J LOOKS AT FLASHLIGHT

(A1) NOV 04 2013



1025-166

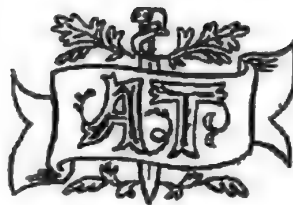
EPISODE #

1025/166

Production :

1025/166

# ADVENTURE TIME



Sc. 105 CONT Pnl. B

Bg.

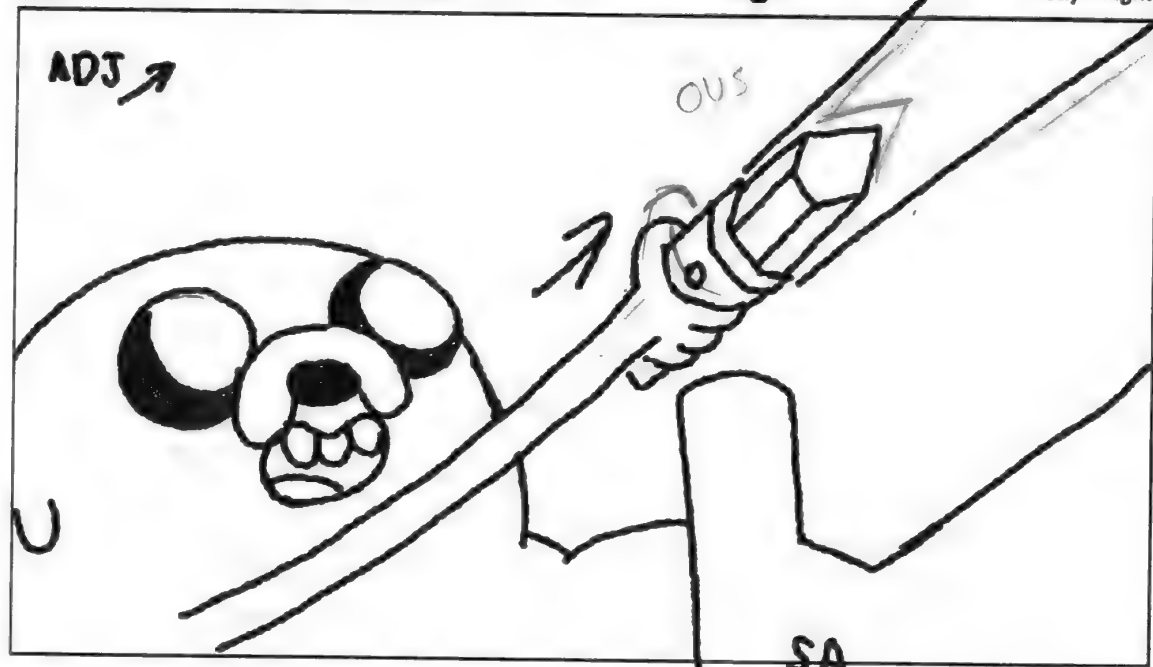
day night



Sc. 105 CONT Pnl. C

Bg.

day night



Dialog:

Action:

Timing:

Diag ADJ.  
PAN

S/A  
B



S/A  
C

J/ KA-ZOW!

NOV 04 2013

- J. SHOTS BEAM
- ADJ. W/ ACTION

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EPISODE # 1025-166

1025/166

Production :

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# ADVENTURE TIME

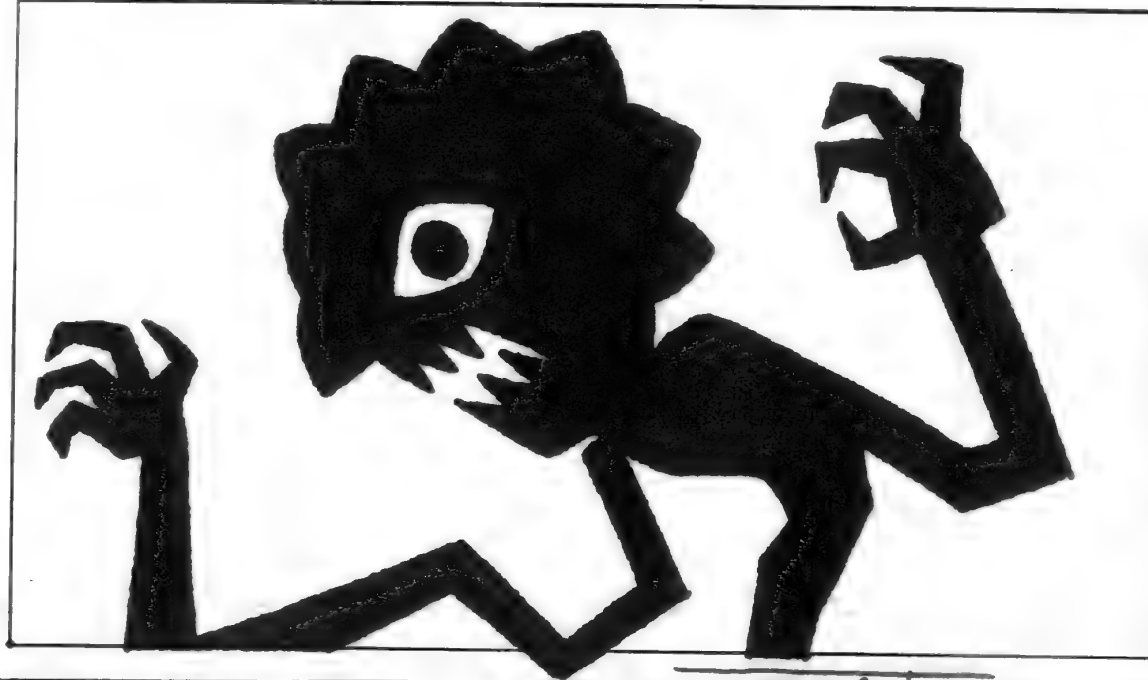


Sc. 106

Pnl. A

Bg.

day night

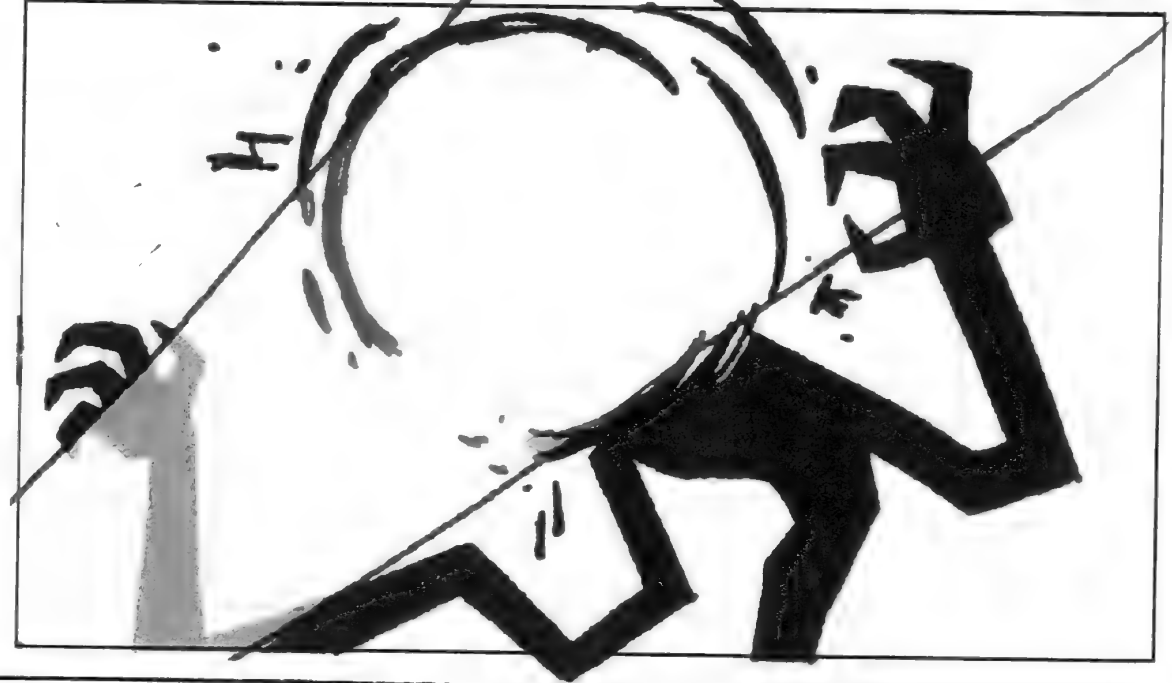


Sc. 106 cont

Pnl. B

Bg.

day night



<p>Dialog:</p>	<p>(A) (W) →</p>
<p>Action:</p>	<p>SFX: *SHYUU*</p> <p>NOV 04 2013</p> <p>- JAKE'S FLASH LIGHT BLOWS UP THE CREATURES HEAD.</p>
<p>Timing:</p>	<p>1025/166</p>

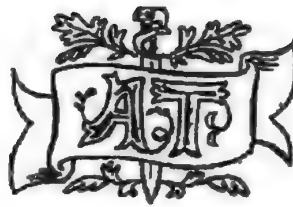
EPISODE # 1025-166

1025/166

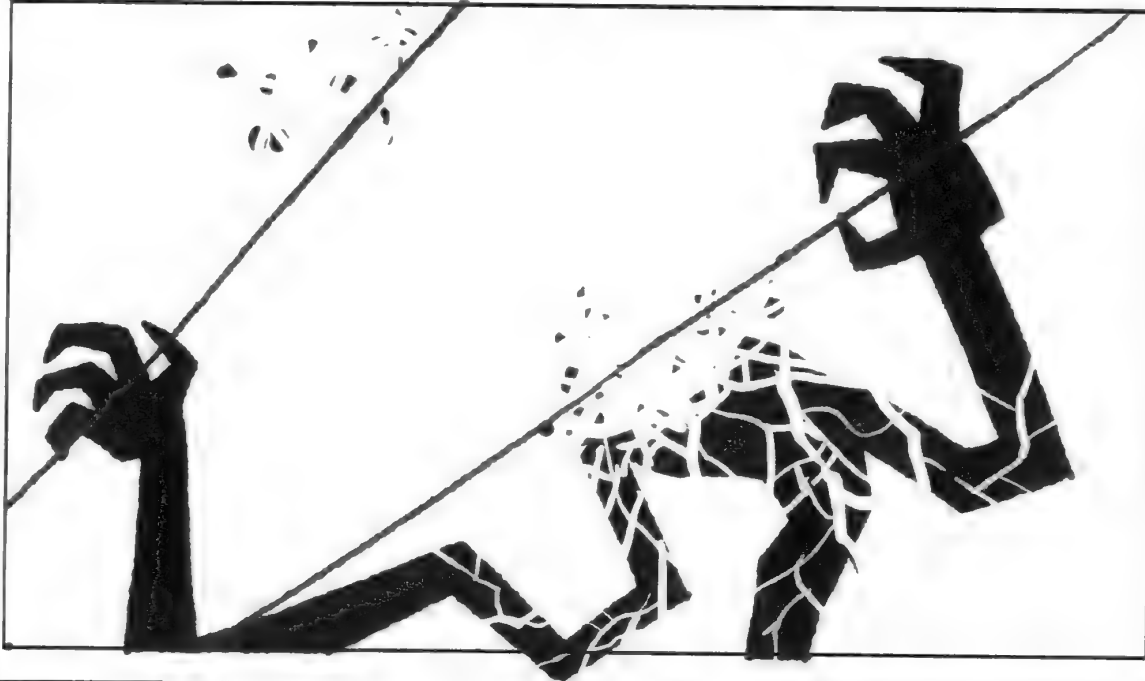
Production :

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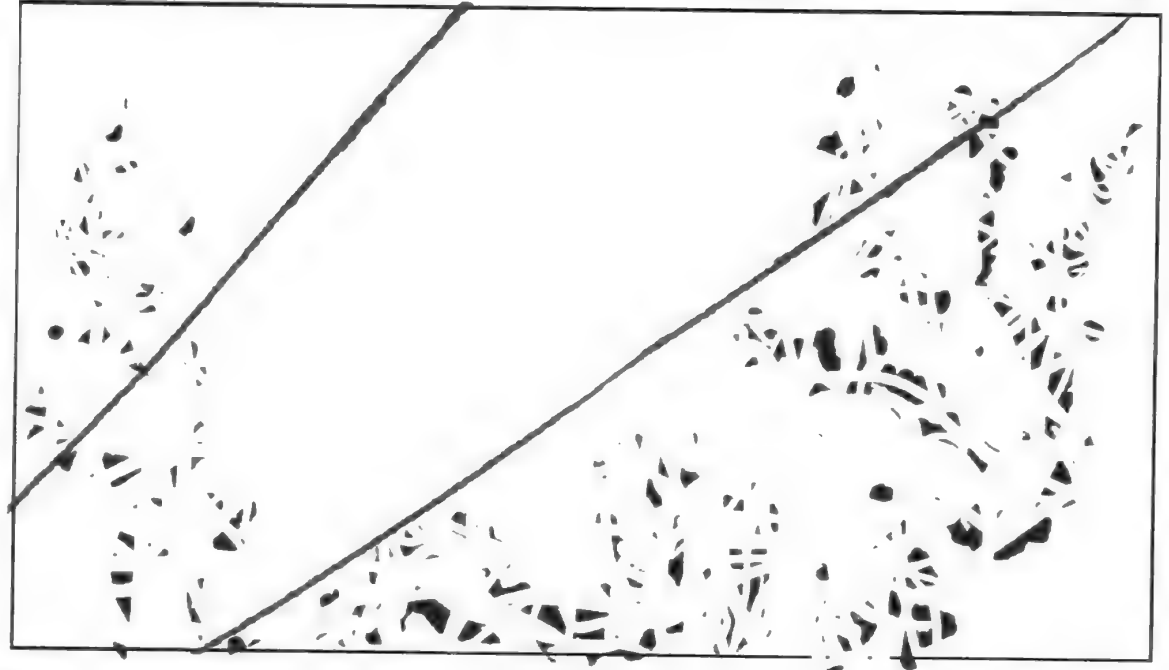
# ADVENTURE TIME



Sc. 106 cont Pnl. C Bg. day night



Sc. 106 cont Pnl. D Bg. day night



Dialog:	
SFX: * SPATTER *	
NOV 0 4 2013	
Action:	- creature shatters - and explodes into dust.
Timing:	

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EPISODE # 1025-166

1025/166

Production :

1025/166

1025/166

HO  
cut

# ADVENTURE TIME



106 A CONT C

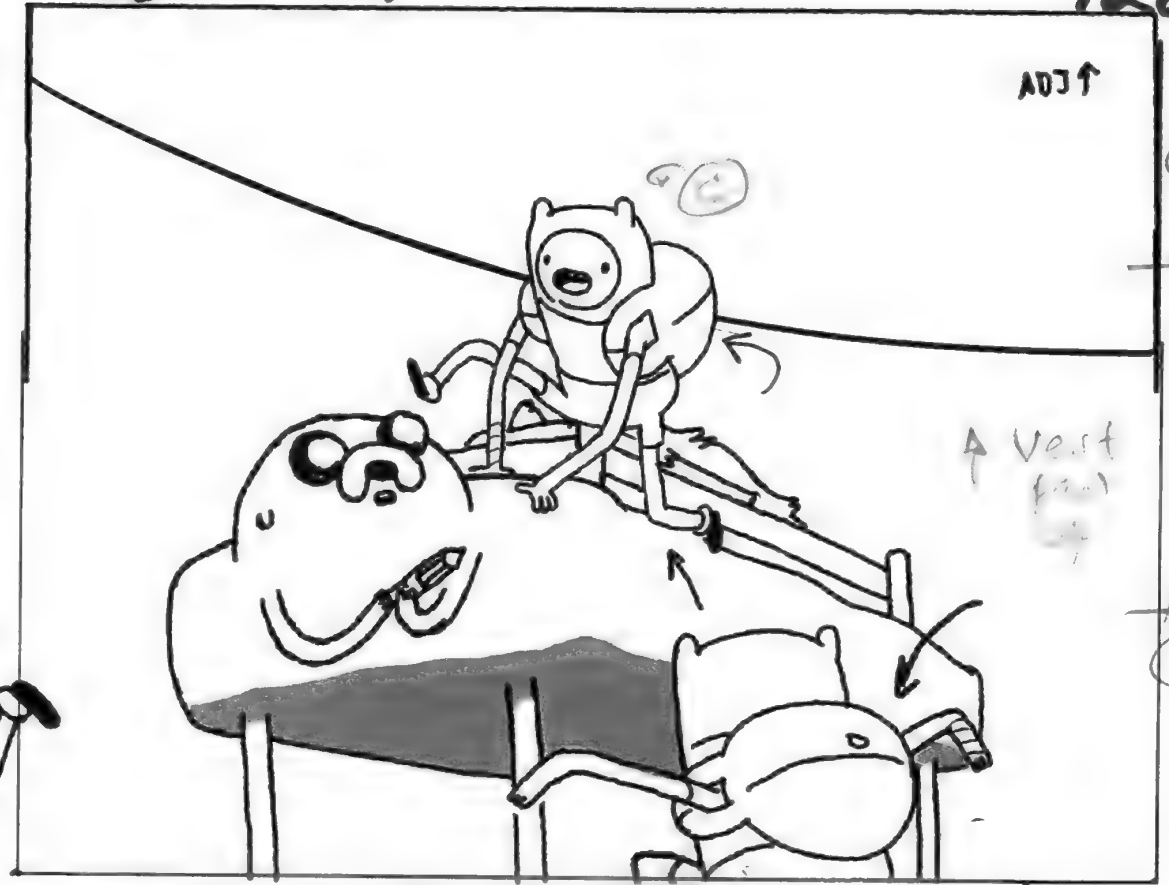
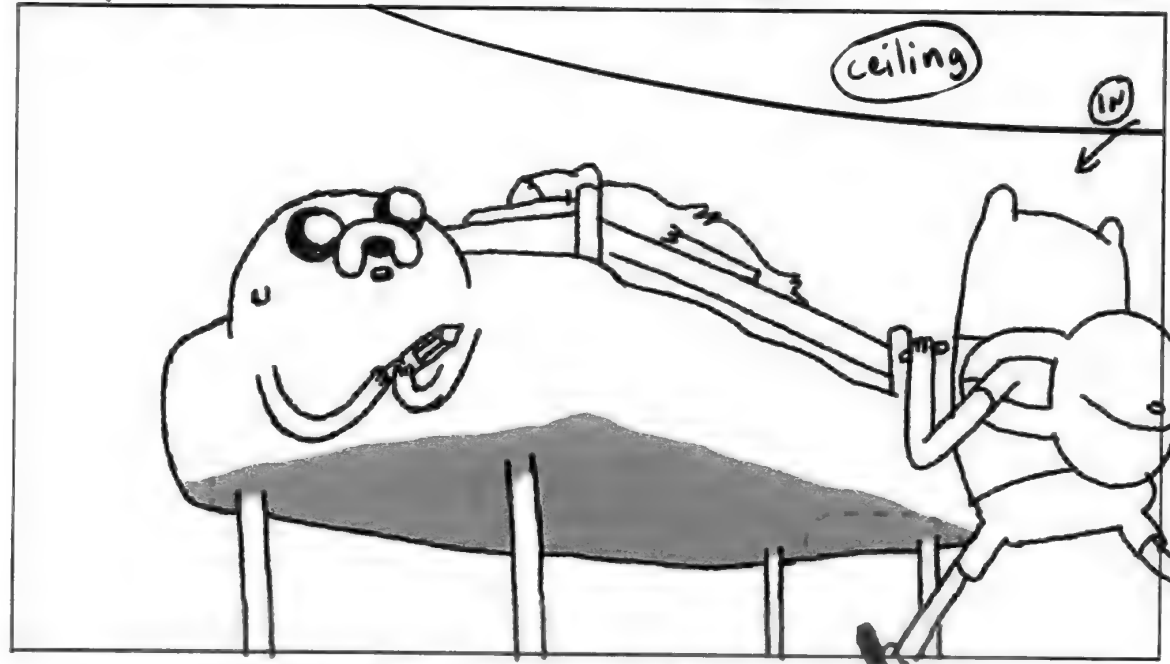
128

Sc. 106 A

Pnl. A

Bg.

day night



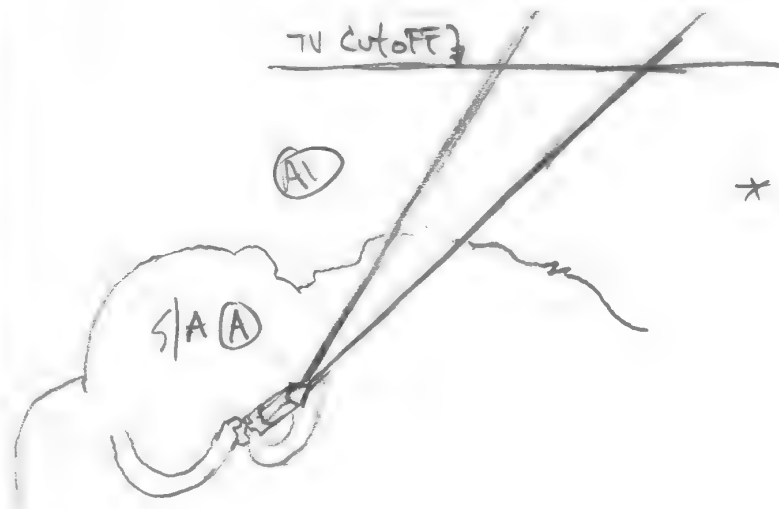
ADJ ↑

Stop

1025-166

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TV CUTOFF



\* JAKE turn OFF light

\* FIN IN & ANTICS ON TO LEAPS climb onto Jakes Back



1025/166

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1025/166

# ADVENTURE TIME



Sc. 106A *CONT*

Pnl. *D*

Bg.

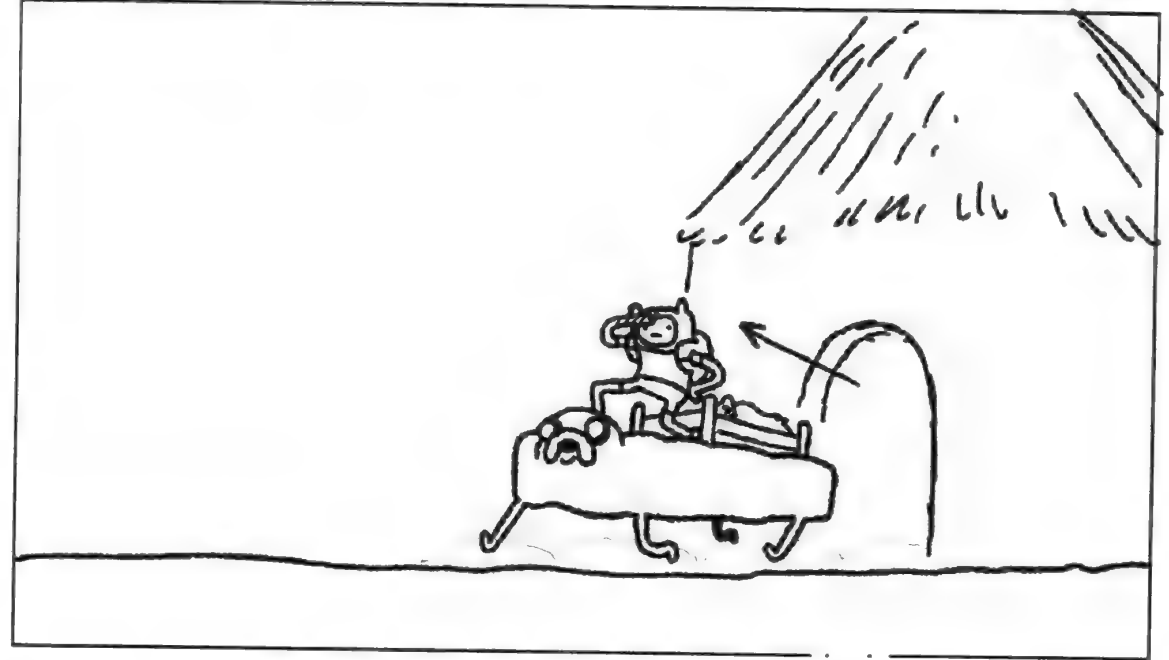
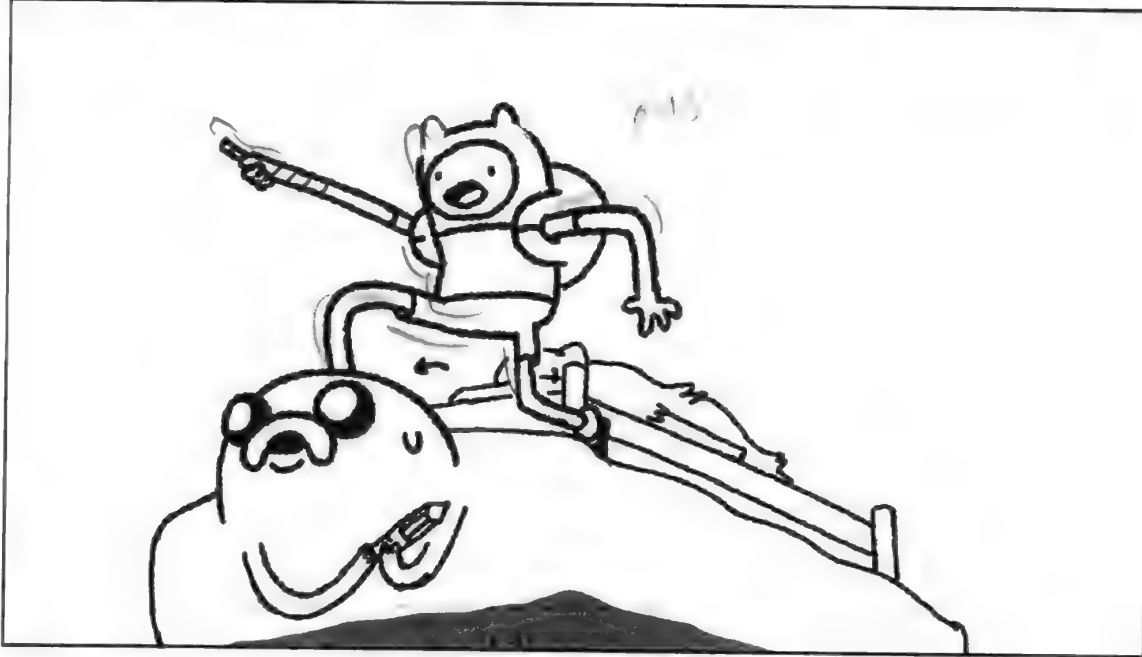
day night

Sc. 106B

Pnl. *A*

Bg.

Page *129*  
*129A NEXT*  
day night

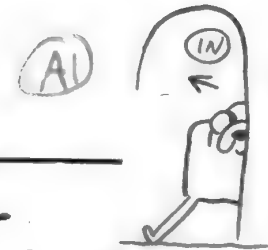


Dialog:

*F/ LET'S HOOF IT.*

Action:

*-F+J RUN OUT OF the HUT.*



Timing:

1025/166

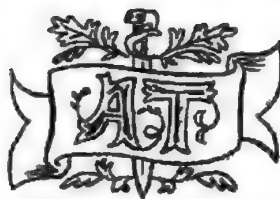
1025-166

EPISODE #

1025/166

Production :

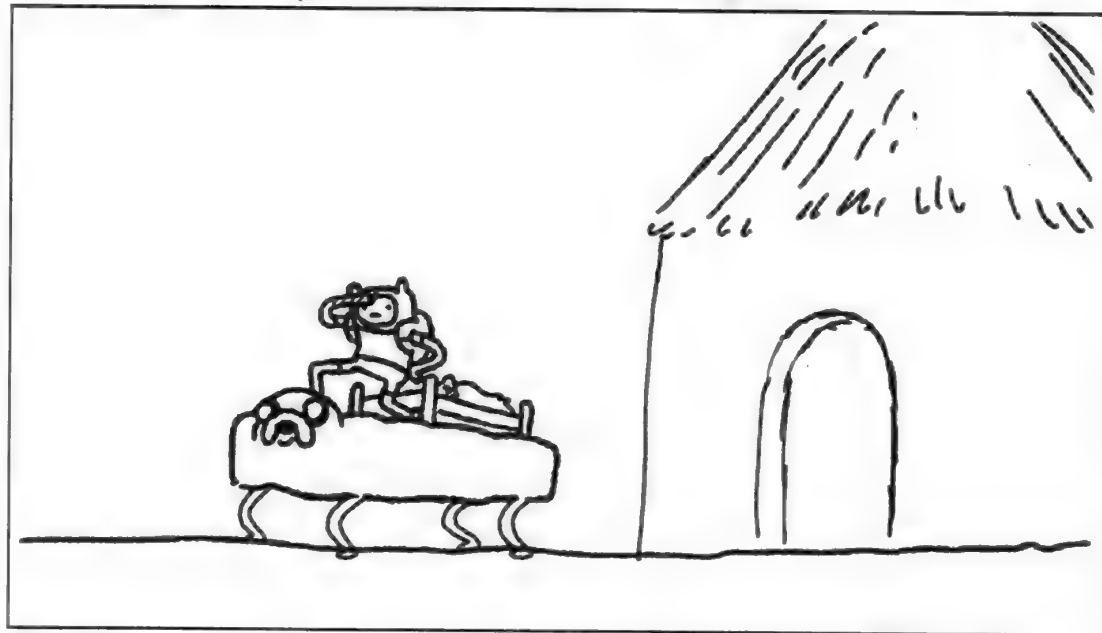
# ADVENTURE TIME



Sc. 106B *CONT* Pnl. B

Bg.

day night

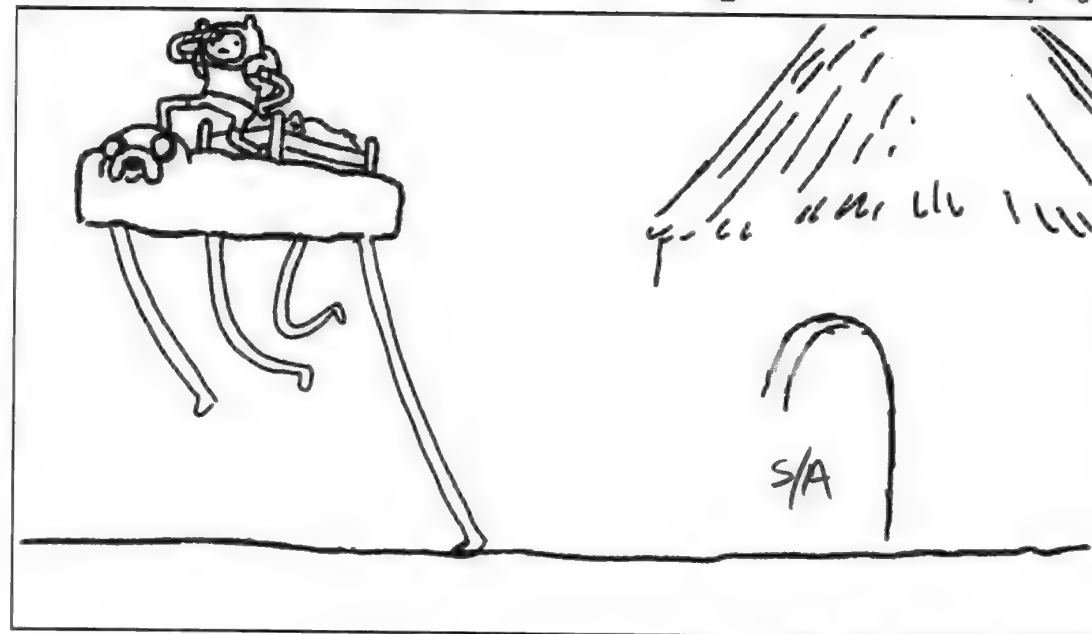


Sc. 106B *CONT* Pnl. C

Bg.

Page 129A

*130 NEXT*  
day night



Dialog:

Action:

Timing:



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EPISODE # 1025-166

Production :

1025/166

1025/166

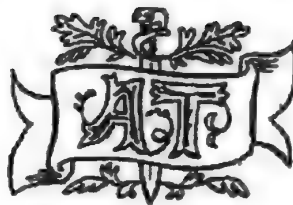


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1025/166

to cut

# ADVENTURE TIME



Sc 106B

Pnl

(B)

(A)

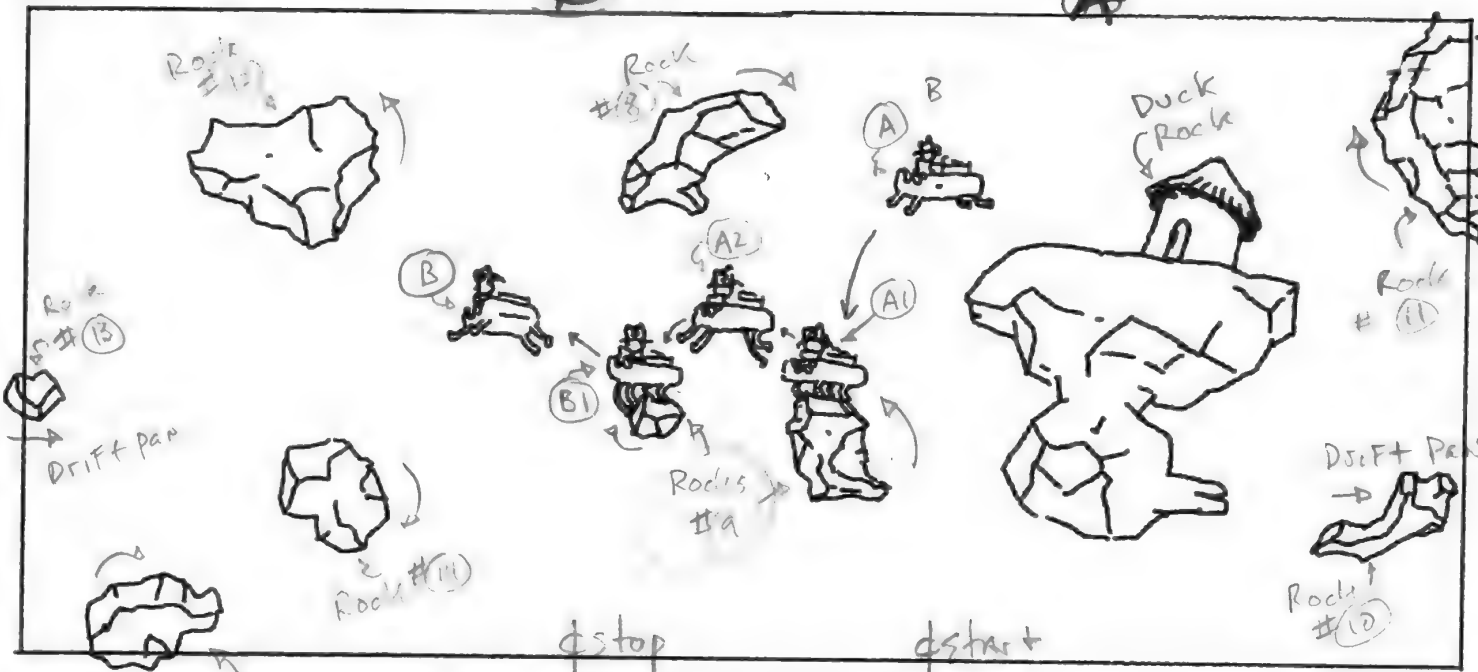
to cut

Page 130

Pnl.

Bg.

day night



Dialog:	Rock #15 PAN w/ Action ←
Action:	-F+J Drop to Rock #9 then LEAP to NEXT Rock #9 then LEAP up
Timing:	

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EPISODE # 1025-166

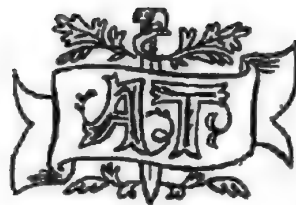
1025/166

Production :



HU  
CWA

# ADVENTURE TIME



Sc. 107

Pnl. A

Bg.

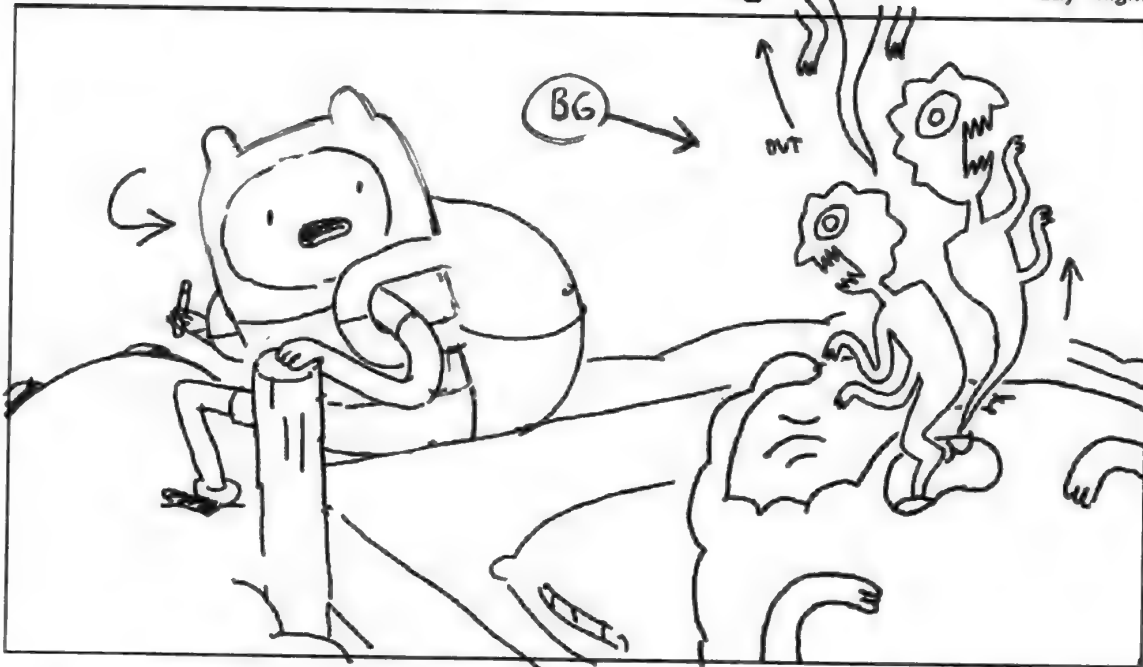
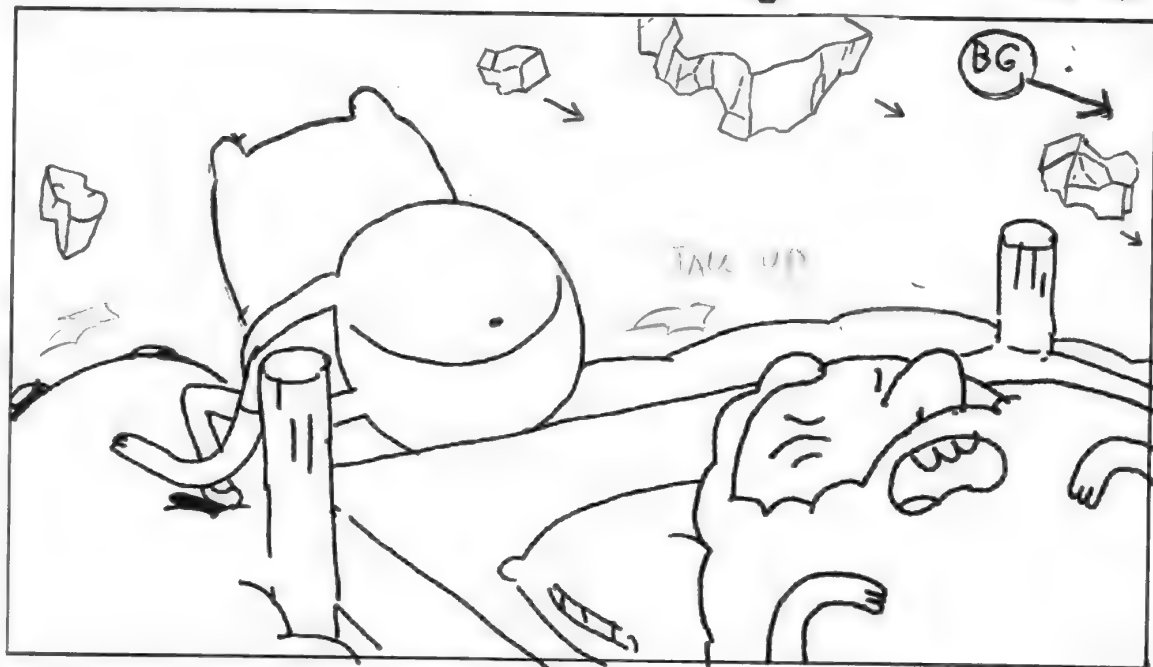
day night

Sc. 107 CONT Pnl. B

Bg.

Page

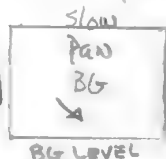
131  
131A NEXT  
day night



Dialog:

OP/[GROANS.]

MULTI-PLANE SET-UP  
Rock level

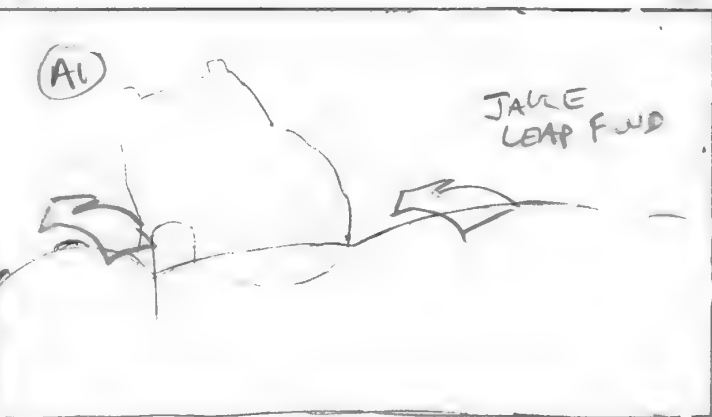


A2 tilt UP

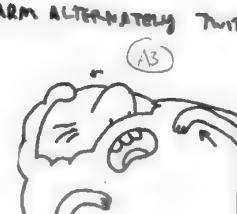
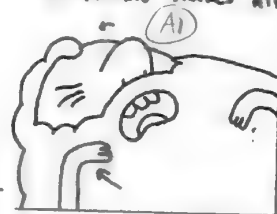


FIN

JAKE DON'T  
JOSTLE THE PACKAGE.



OLD PRINCE SHAKES HIS HEAD BACK AND FORTH. HIS ARM ALTERNATELY TWITCH.



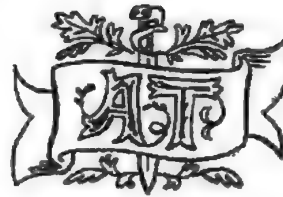
Production:

EPISODE # 1025-166

1025/166

1025/166

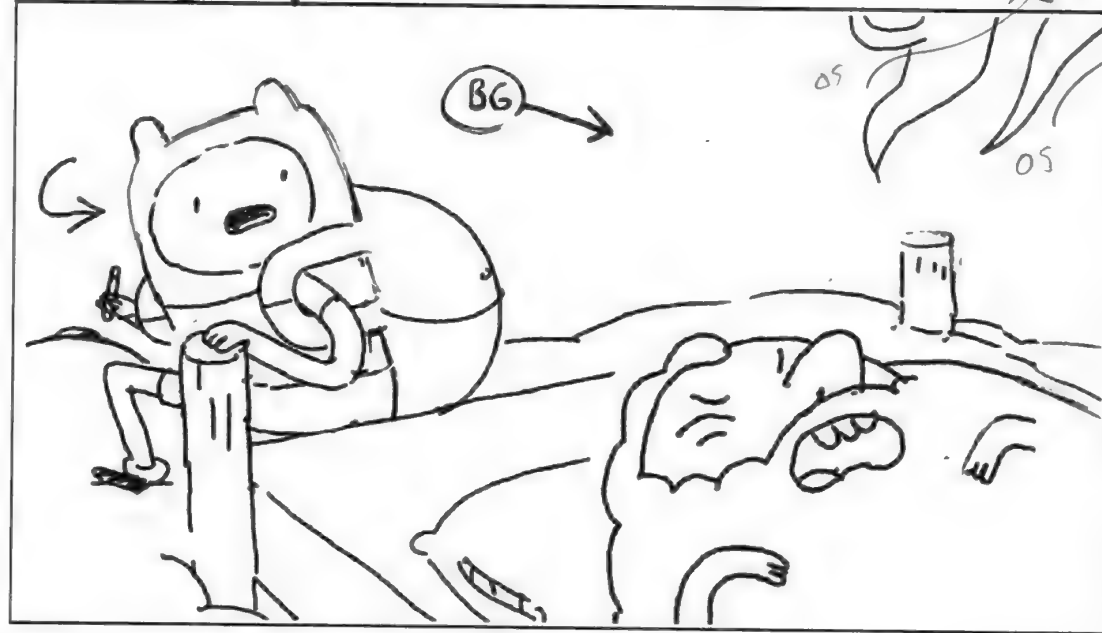
# ADVENTURE TIME



Sc. 107 *CONT*

Pnl. C

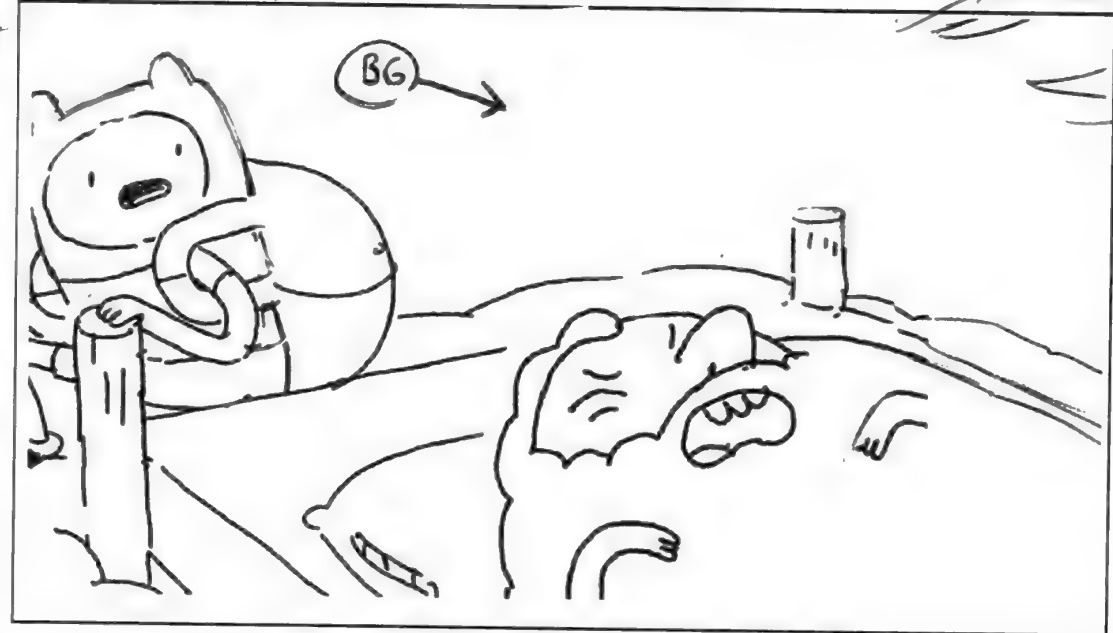
Bg.



Sc. 107 *CONT*

Pnl. D

Bg.



Page 131A

*131B NEXT*  
day night

EPISODE # 1025-166

1025/166

Dialog:



Action:

Cam ADJ PAN

S/A (B)



S/A (D)

NOV 04 2012

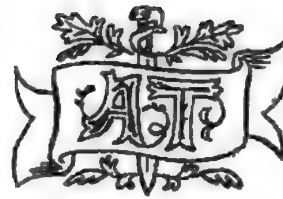
Timing:

Production :

1025/166

1025/166

# ADVENTURE TIME



Page 131B

132 NEXT

Sc. 108

Pnl. A

Bg.

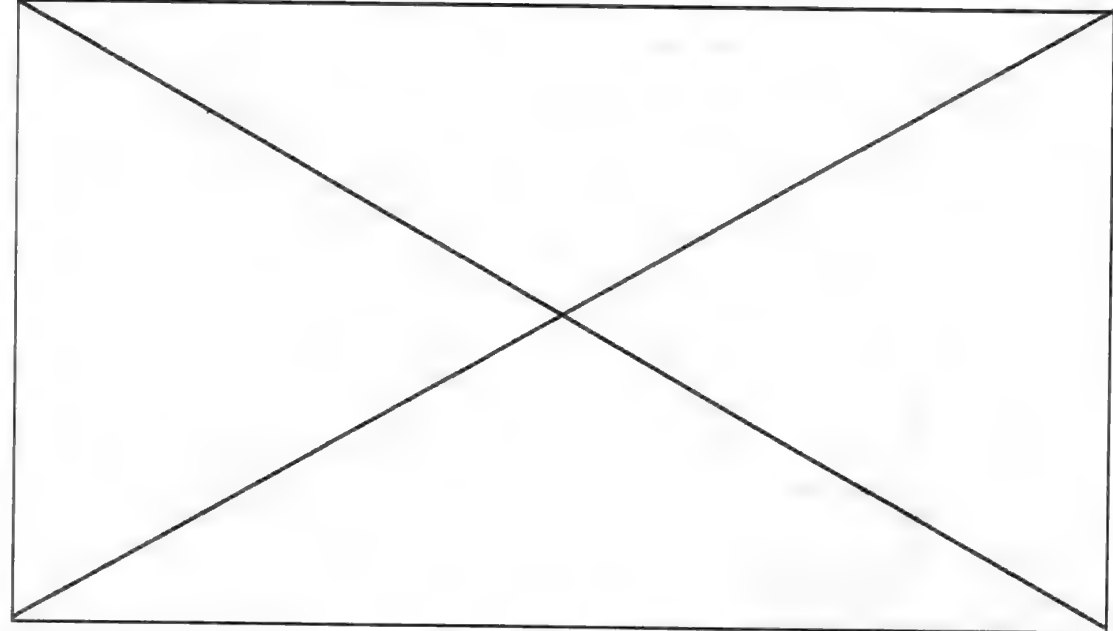
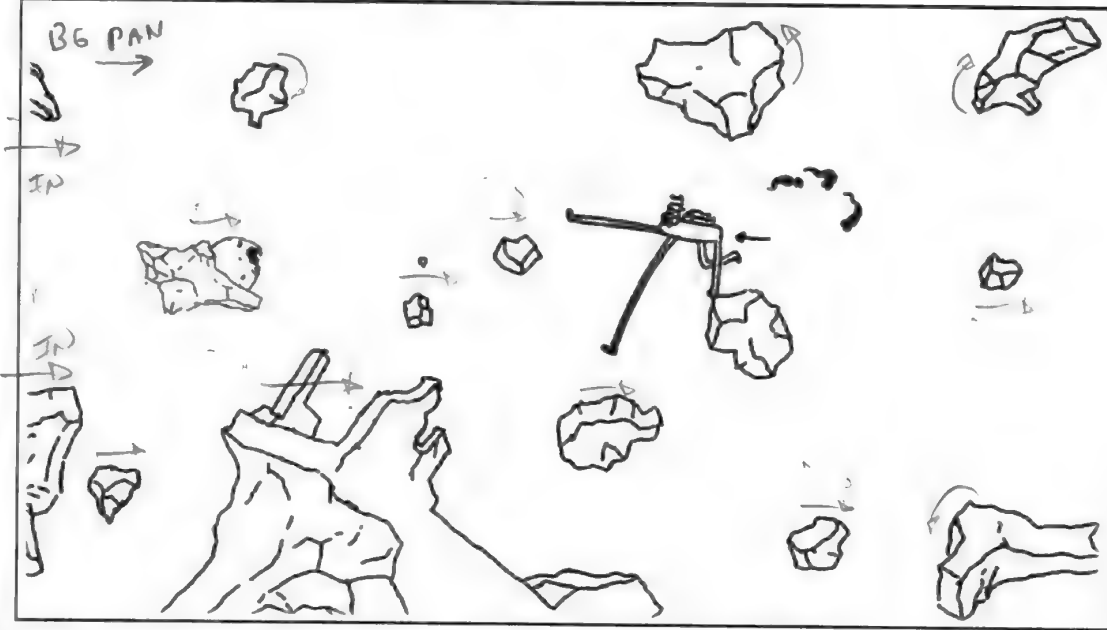
day night

Sc.

Pnl.

Bg.

day night



Dialog:

- \* Objects pan thru SC.
- \* Some objects w/ Rotation (very subtle).
- \* Objects Take Steps to REACT to Step Action.

Action:



Timing:

NOV 04 2013

EPISODE # 1025-166

Production :

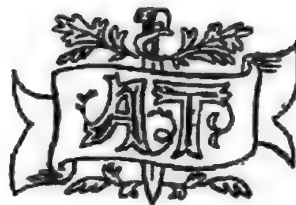
1025/166

1025/166

Ho  
Cut

1025/166

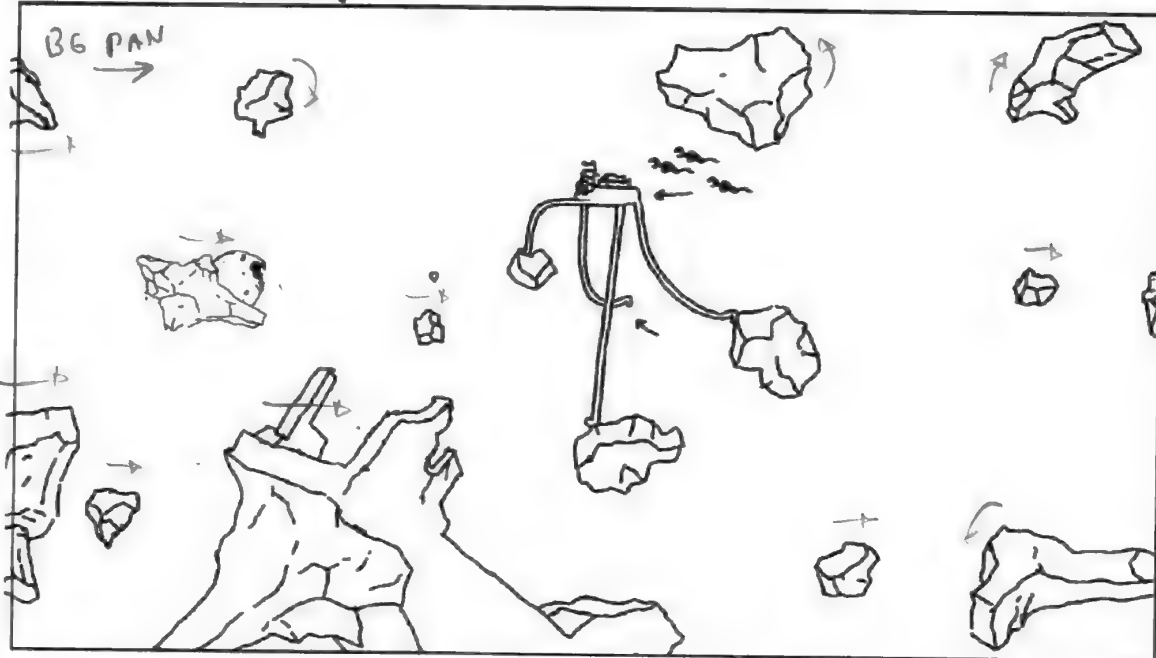
# ADVENTURE TIME



Sc. 108 *CONT* Pnl. B

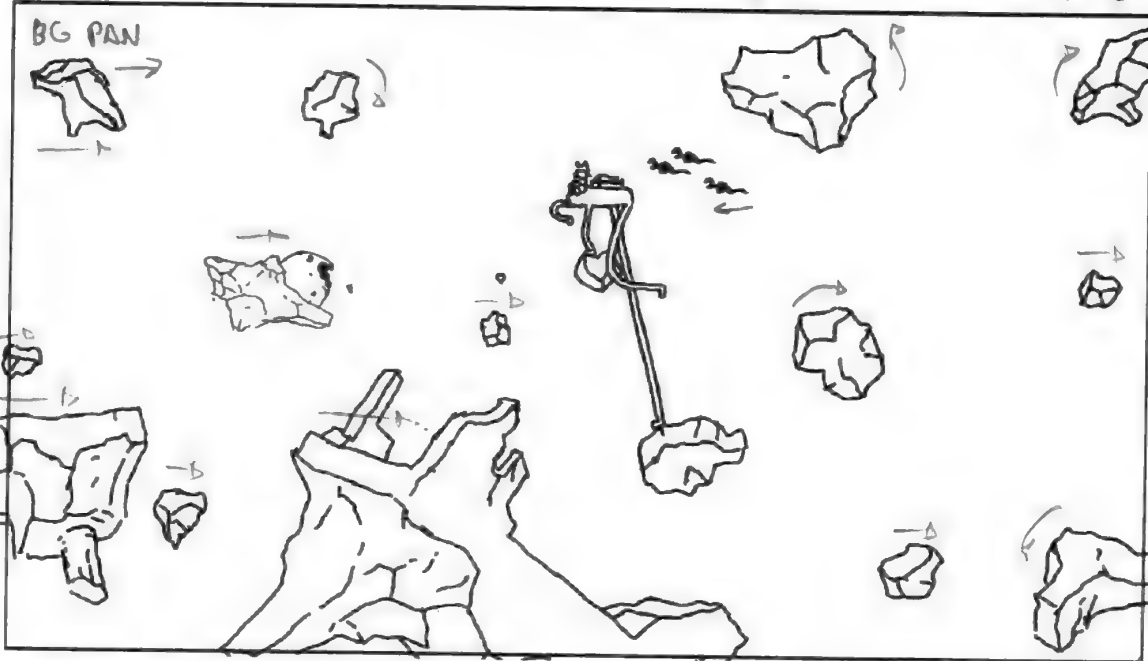
Bg.

day night



Sc. 108 *CONT* Pnl. C

Bg.



Page 132  
132A NEXT  
day night

Dialog:

Action:

JAKE STRETCHES LEGS IN ORDER TO GLIDE smoothly forward. THEY ARE BEING CHASED BY 3 SHADOW CREATURES.

NOV 04 2013

Timing:

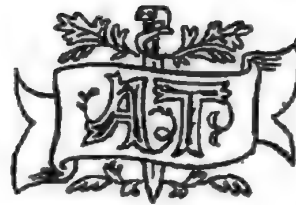
EPISODE # 1025-166

1025/166

Production :

1025/166

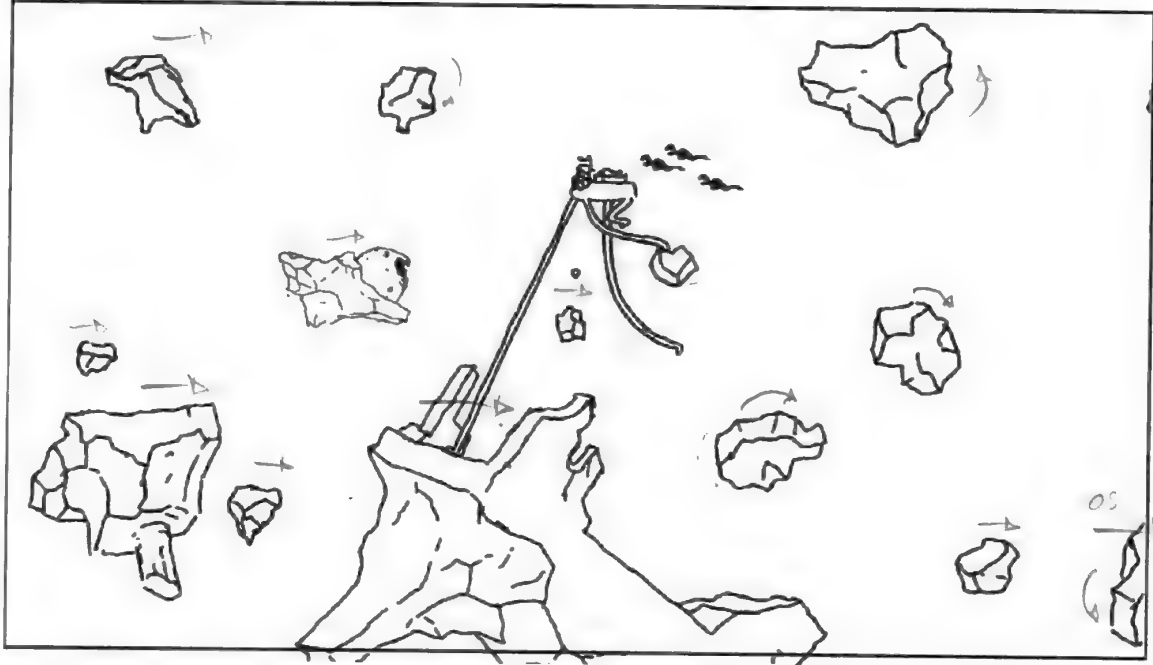
# ADVENTURE TIME



Sc. 108 *cont* Pnl. D

Bg.

day night

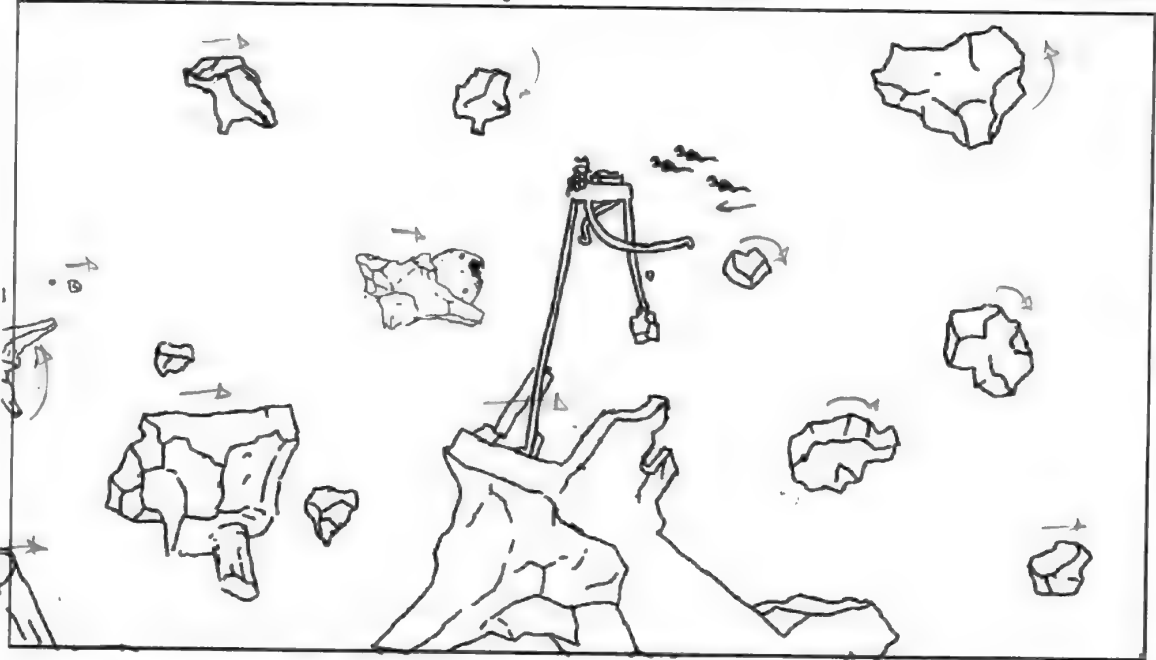


Sc. 108 *cont* Pnl. E

Bg.

Page 132A

*132B NEXT*  
day night



Dialog:

Action:

Timing:

NOV 04 2013

1025-166

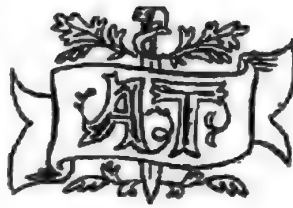
EPISODE #

1025/166

Production :

1025/166

# ADVENTURE TIME



Sc. 108 *cont* Pnl. F

Bg.

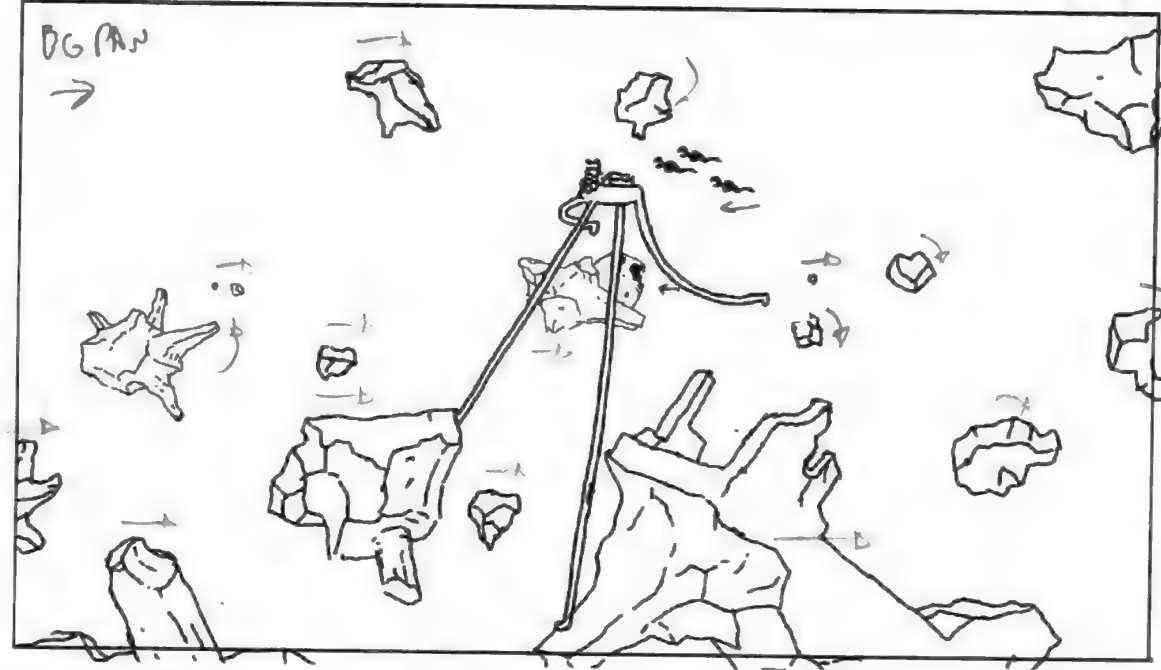
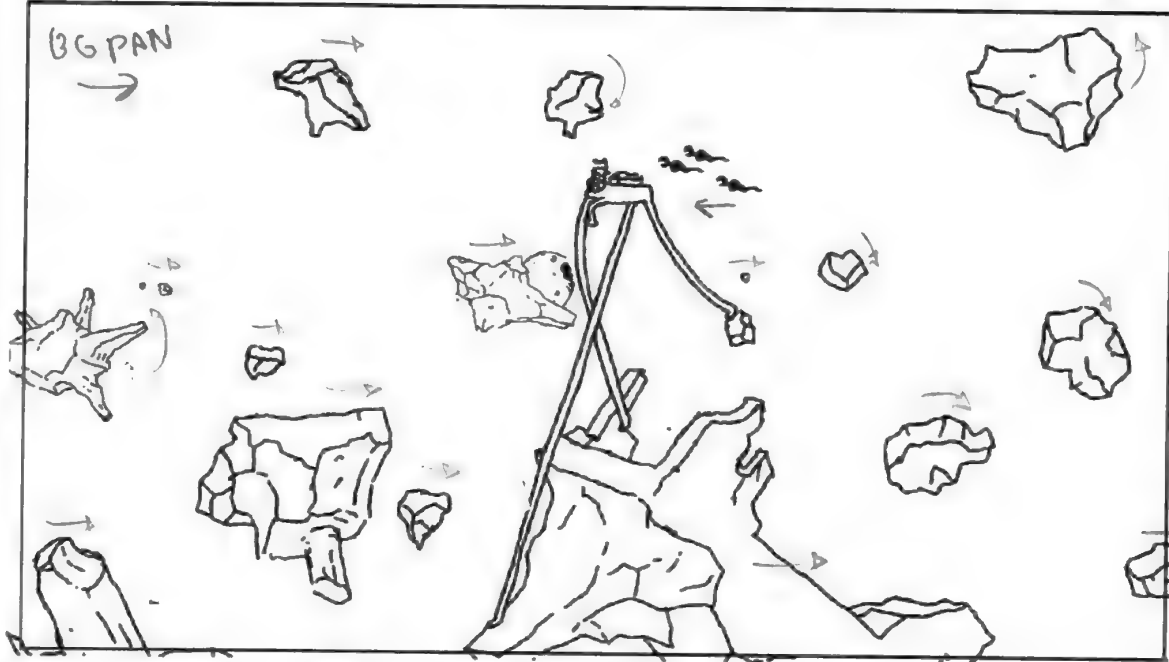
day night

Sc. 108 *cont* Pnl. G

Bg.

Page 132B

*133 NEXT*  
day night



Dialog:

Action:

Timing:

NOV 04 2013

EPISODE # 1025-166

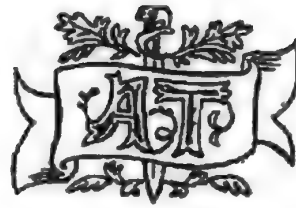
1025/166

Production :

1025/166

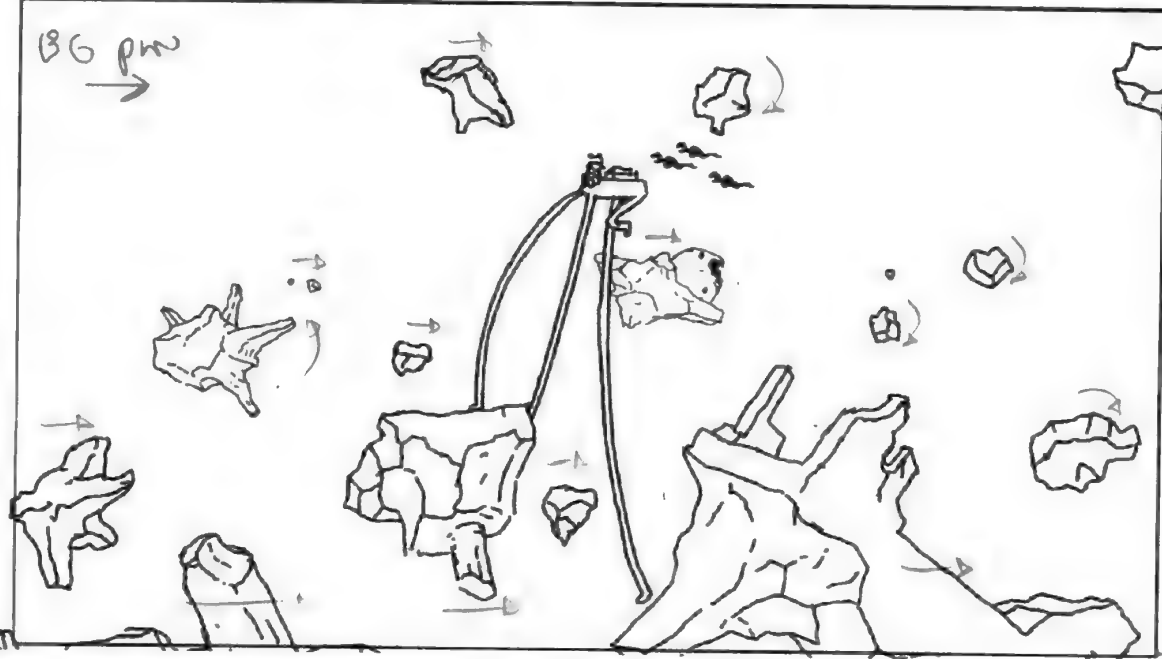
1025/166

# ADVENTURE TIME

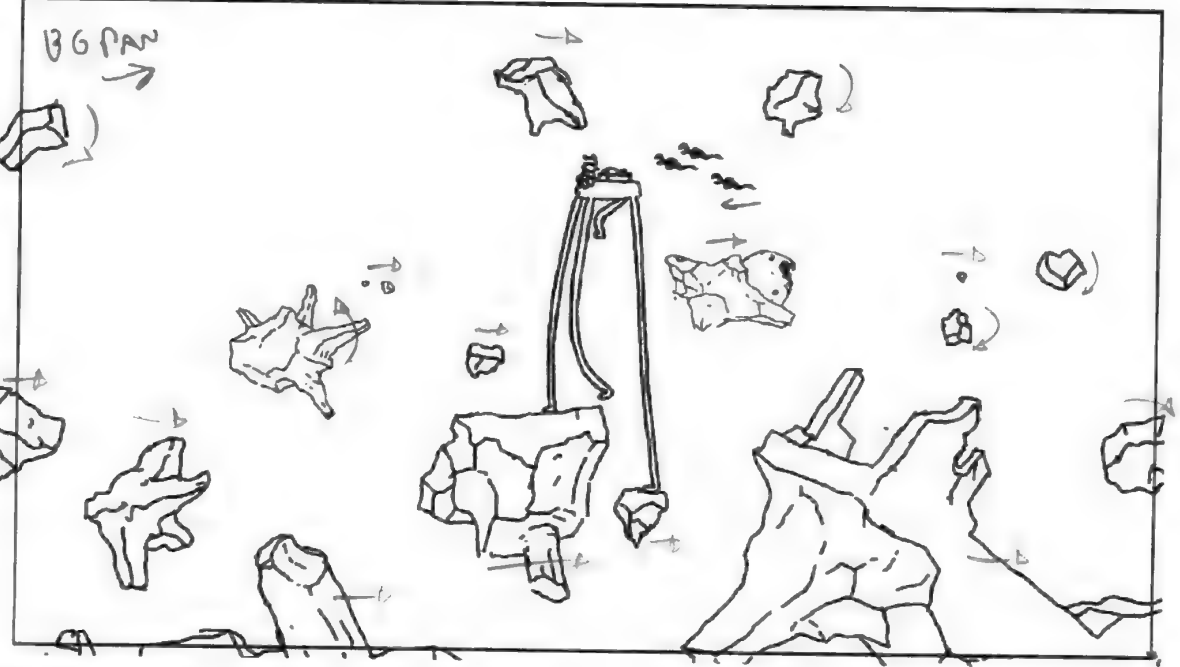


Page 133

Sc. 108 *CONT* Pnl. H Bg. day night



Sc. 108 *CONT* Pnl. I Bg. day night



Dialog:
Action:
Timing:

NOV 04 2013

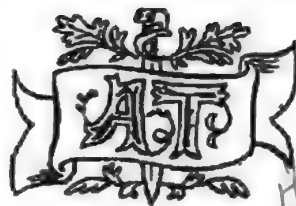
EPISODE # 1025-166

Production :

1025/166



ADVENTURE TIME

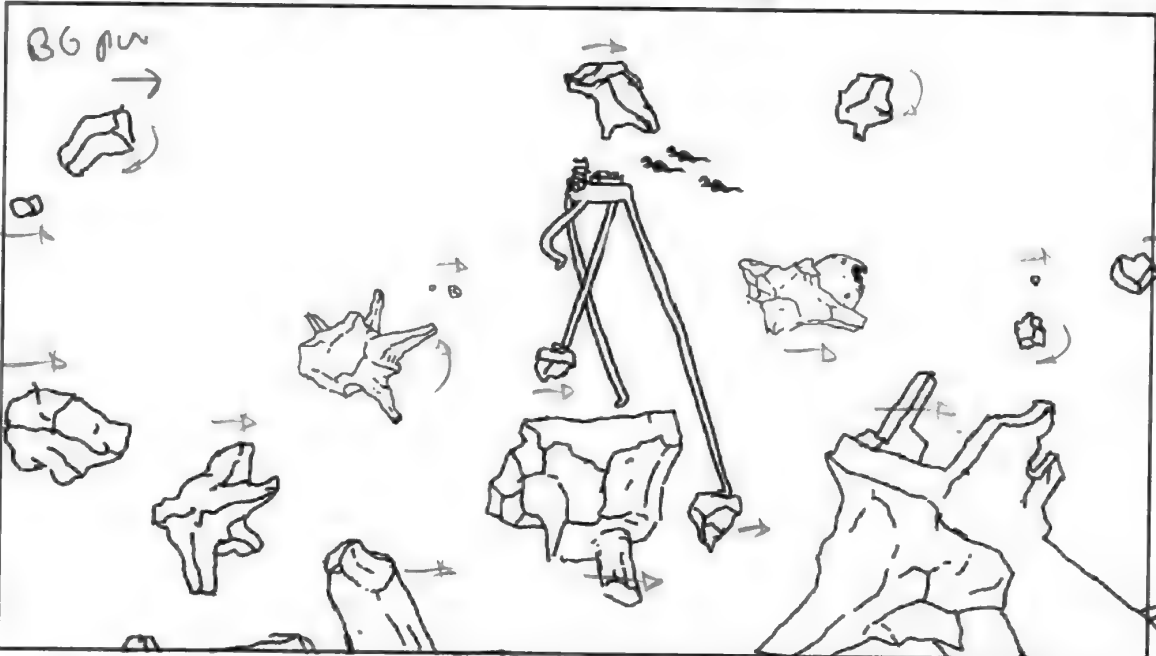


NO SC 109

Sc. 108 *cut* Pnl. J

Bg.

day night

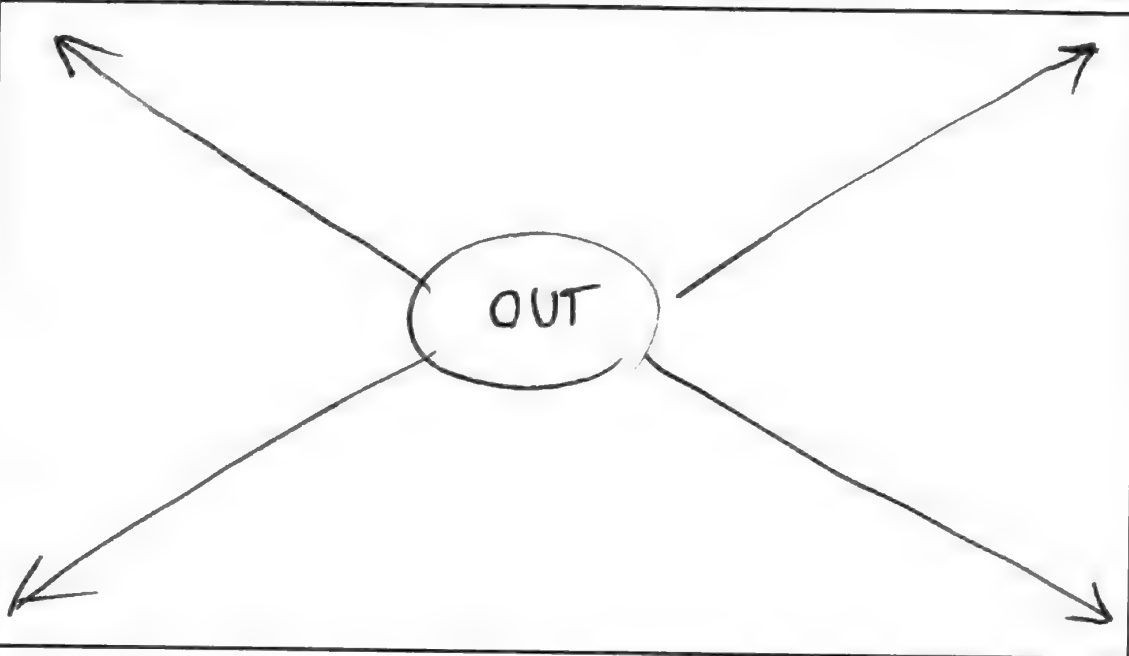


Sc. *cut*

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

NOV 04 2013

1025-166

EPISODE #

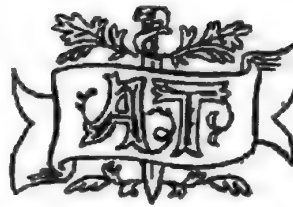
1025/166

Production :

1025/166

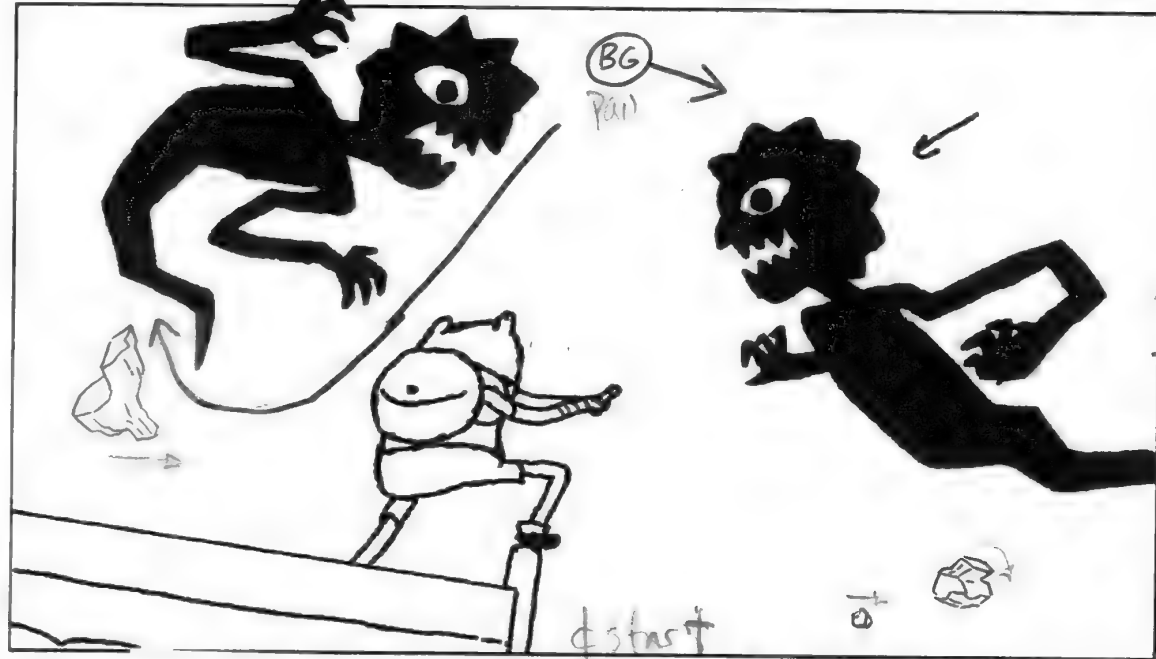
1025/166  
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# ADVENTURE TIME

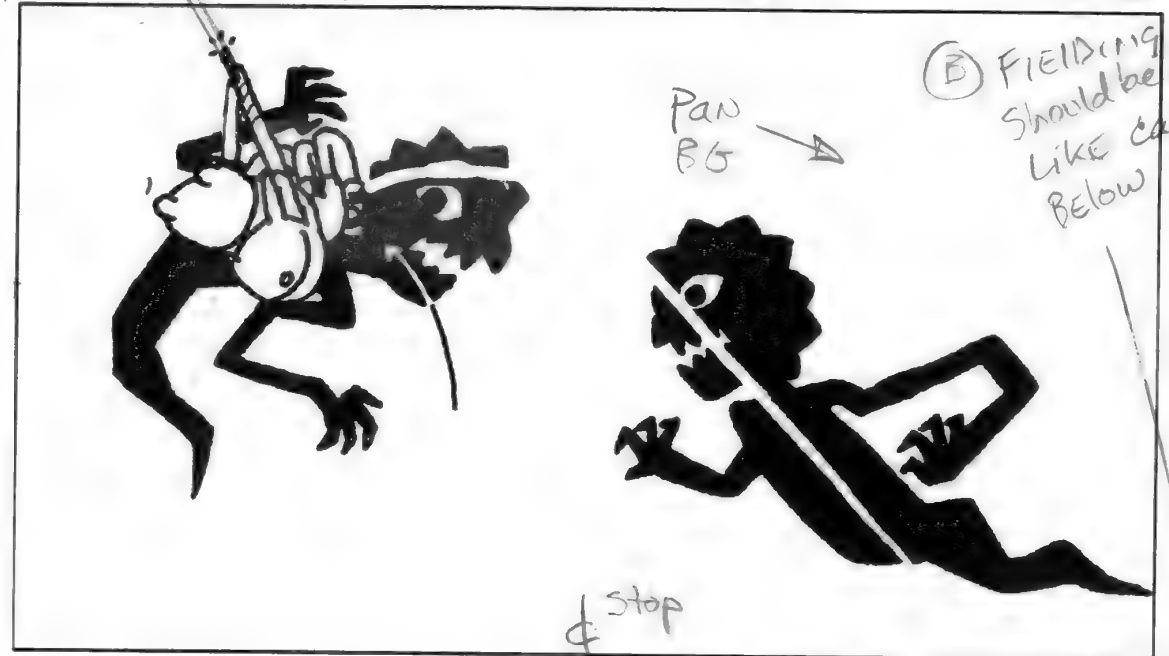


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Sc. 110 Pnl. A Bg. day night



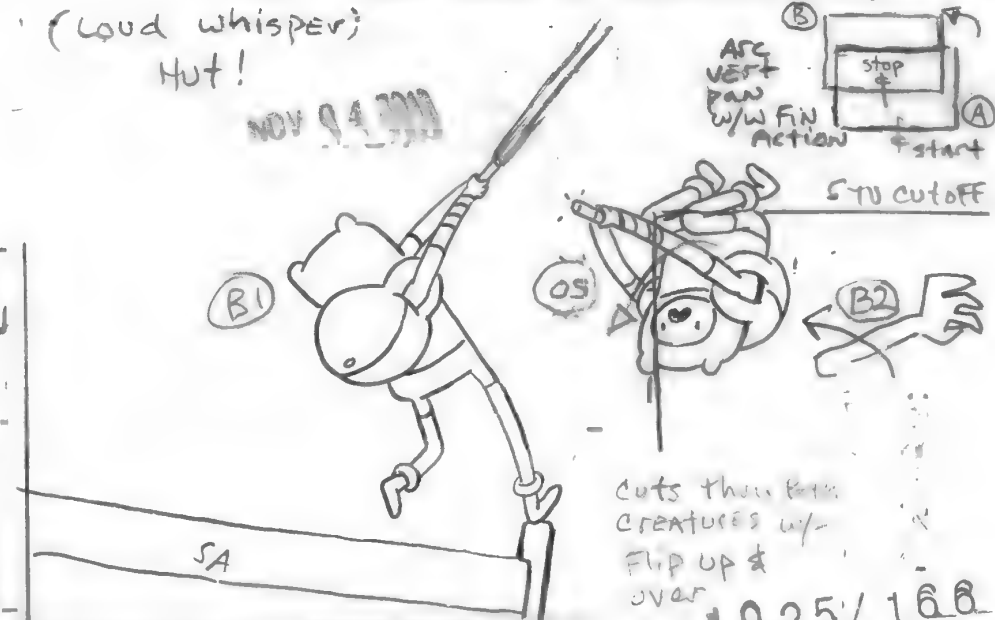
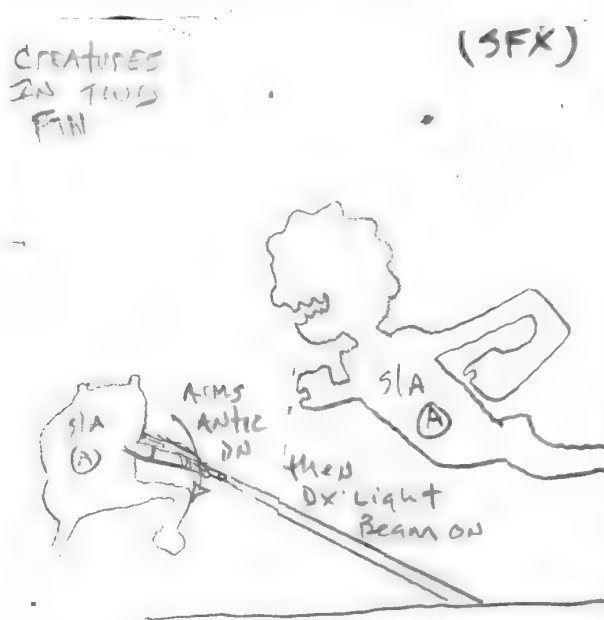
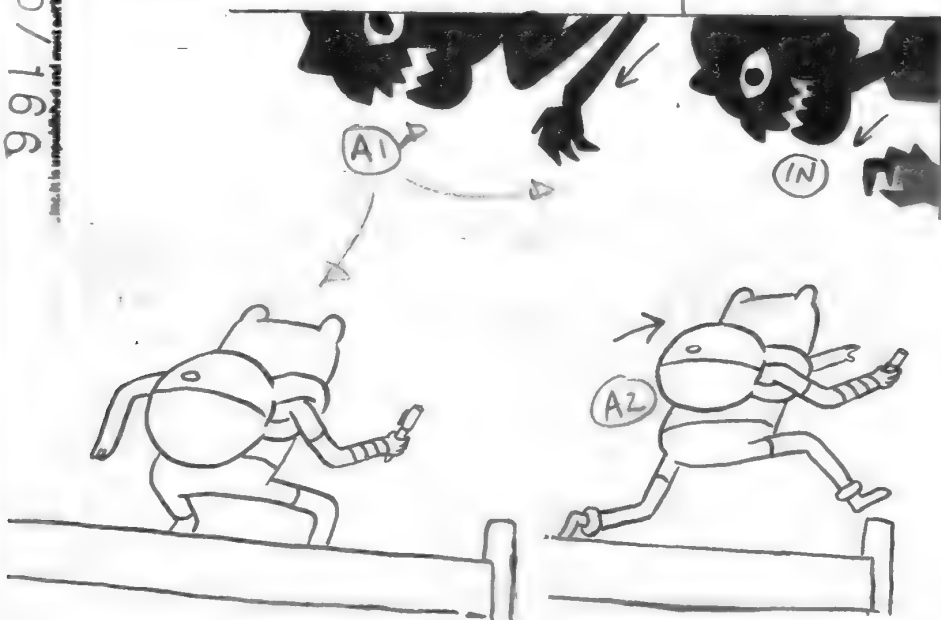
Sc. 110 CONT Pnl. B Bg. day night



(B) Fielding should be more like cam. layout Below

EPISODE # 1025-166

cam layout

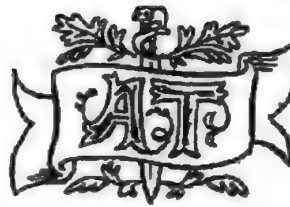


1025/166

9917920

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# ADVENTURE TIME

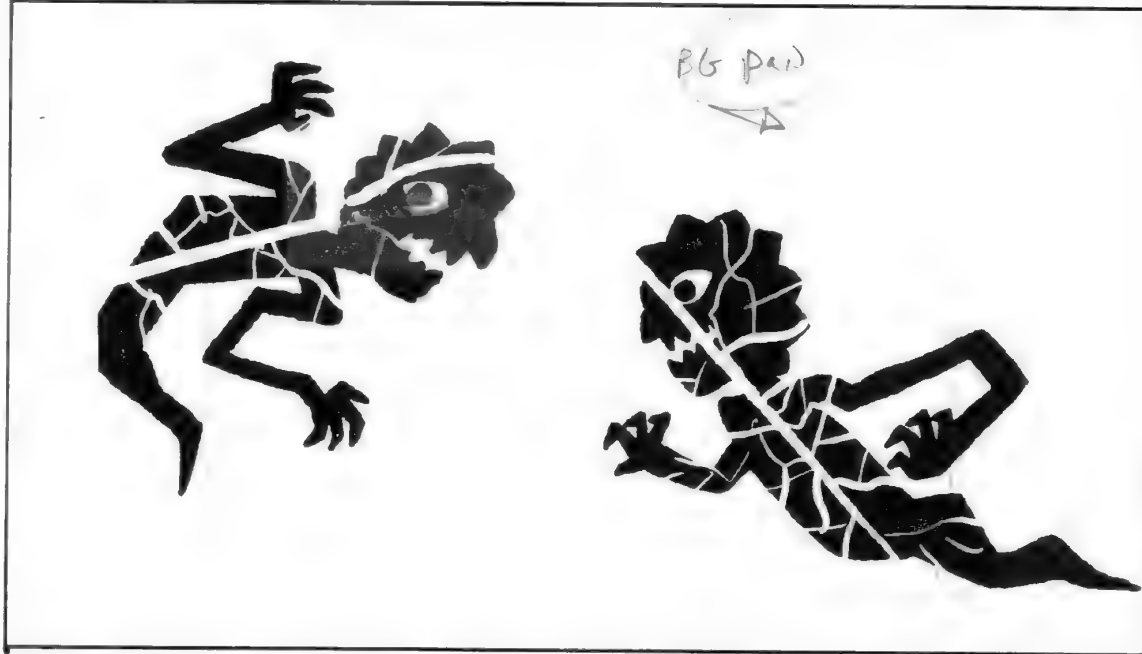


Page **136**

Sc. **110 cont** Pnl. **C**

Bg.

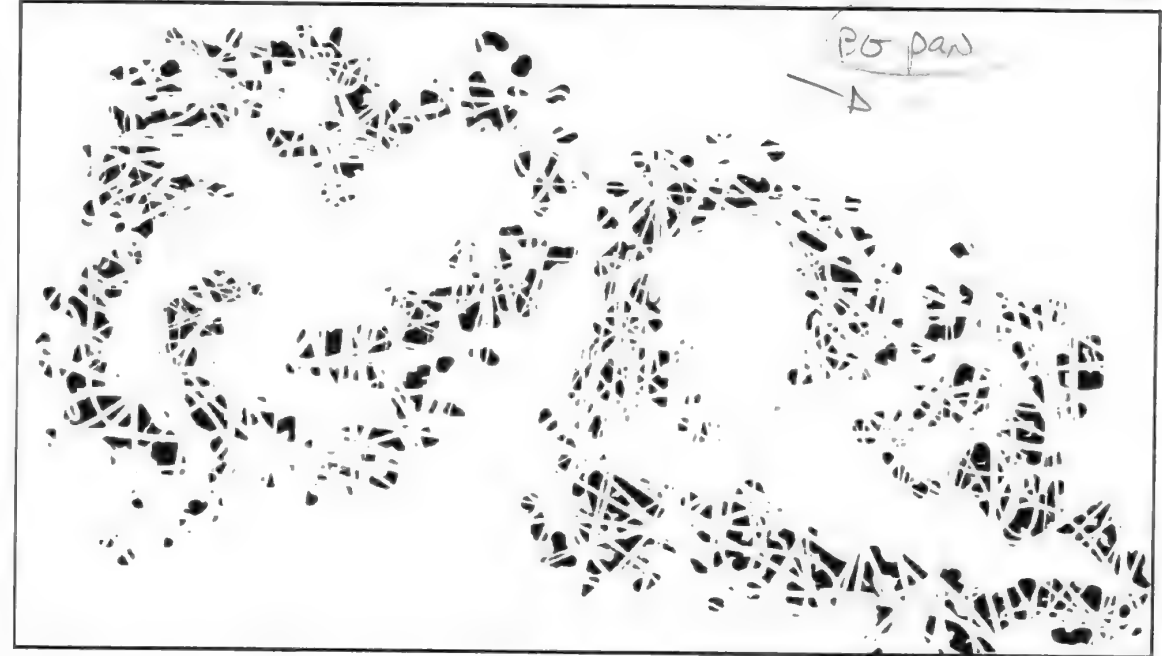
day night



Sc. **110 cont** Pnl. **D**

Bg.

day night



Dialog:

Action:

**c rectures**

**shutter**

**and fall apart**

Timing:

NOV 04 2013

EPISODE # **1025-166**

**1025/166**

Production :

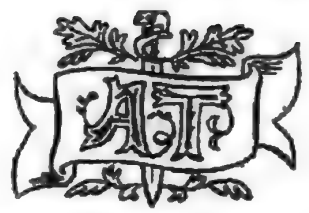
**1025/166**

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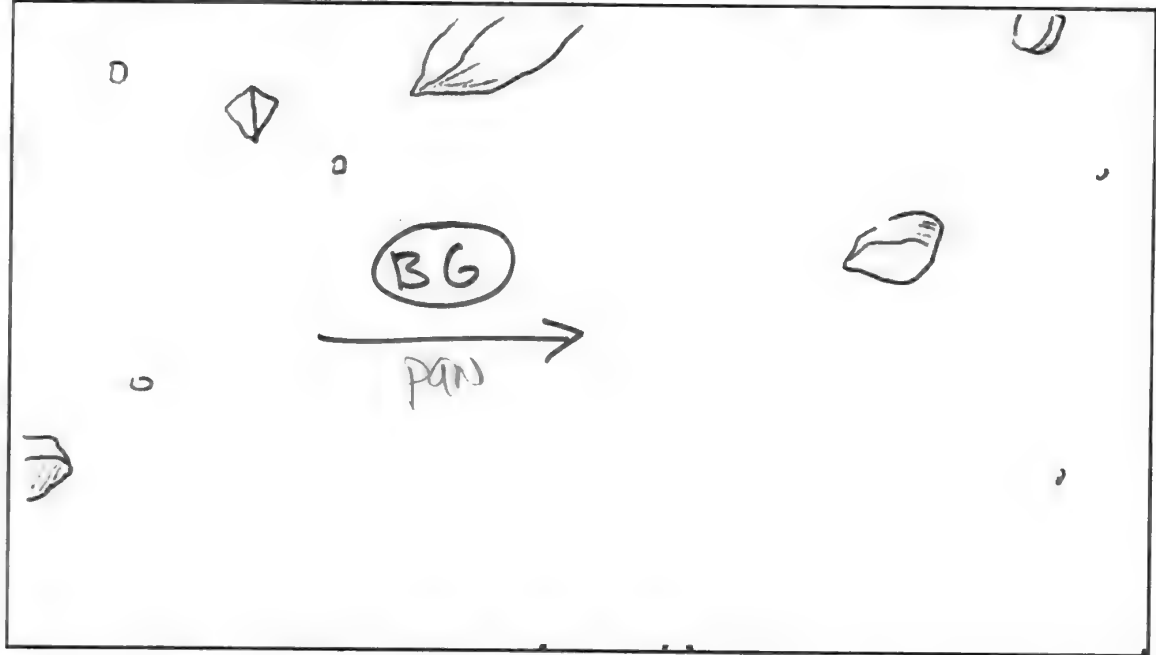
1025/166

Cut

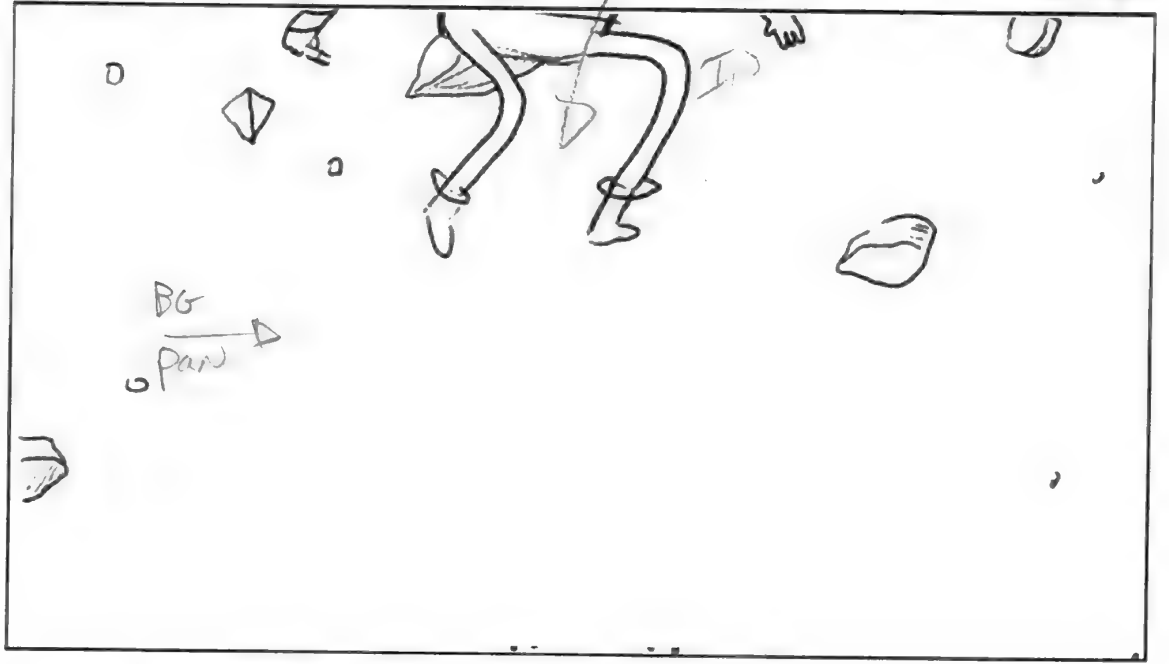
# ADVENTURE TIME



Sc. 111 Pnl. A Bg. day night



Sc. 111 cont Pnl. B Bg. day night



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137A NEXT  
day night

Dialog:
Action:
Timing:

NOV 04 2013

1025/166

EPISODE # 1025-166

1025/166

Production :

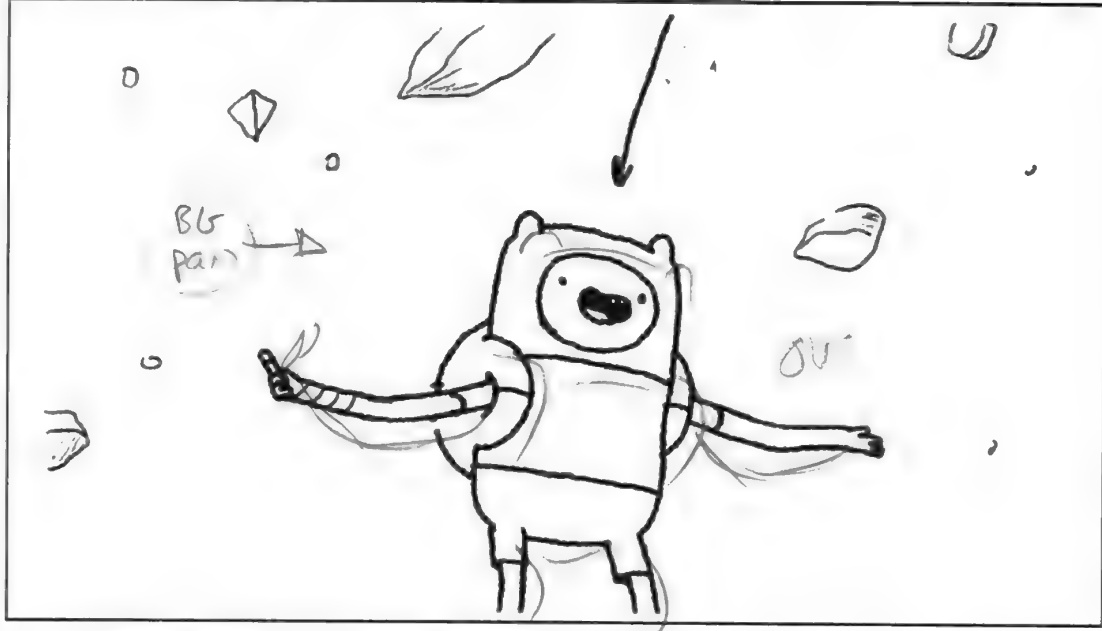
1025/166

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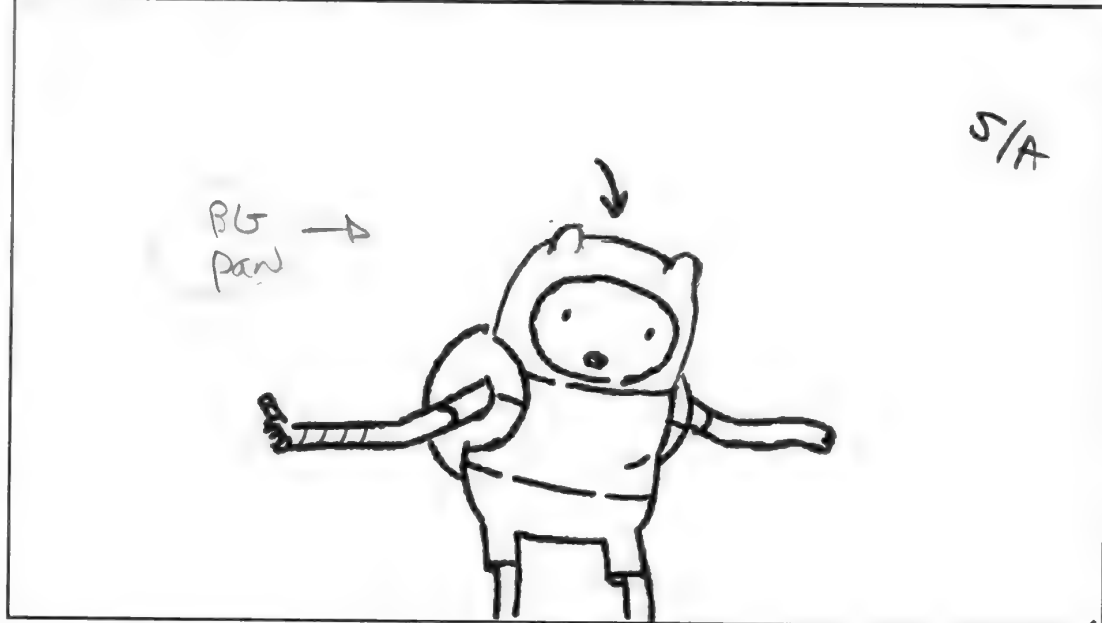
# ADVENTURE TIME



Sc. 111 *CONT* Pnl. C Bg. day night



Sc. *111 CONT* Pnl. D Bg. <sup>Page 137A</sup> *138 NEXT* day night



Dialog:	<u>OP/ [GROAN.]</u>	
Action:	<b>FINN LANDS</b>	<b>- Finn LOOKS DOWN.</b>
Timing:	NOV 04 2013	

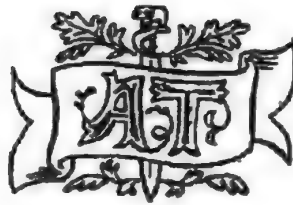
EPISODE # 1025-166

1025/166

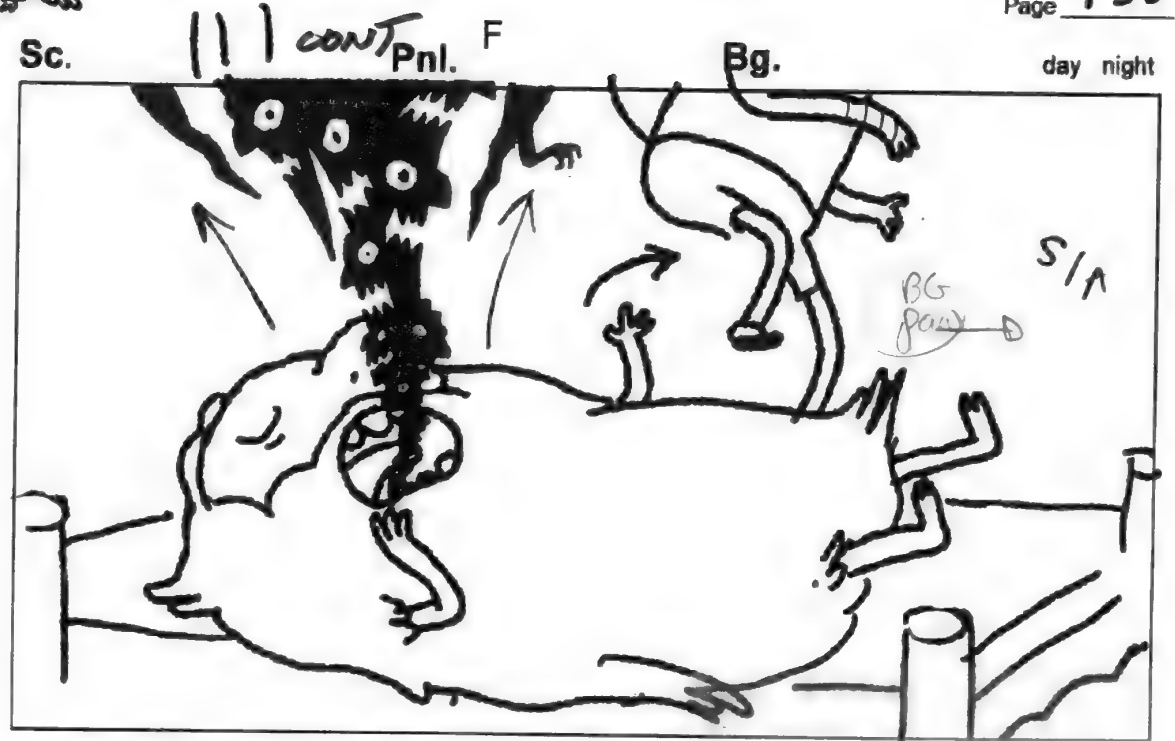
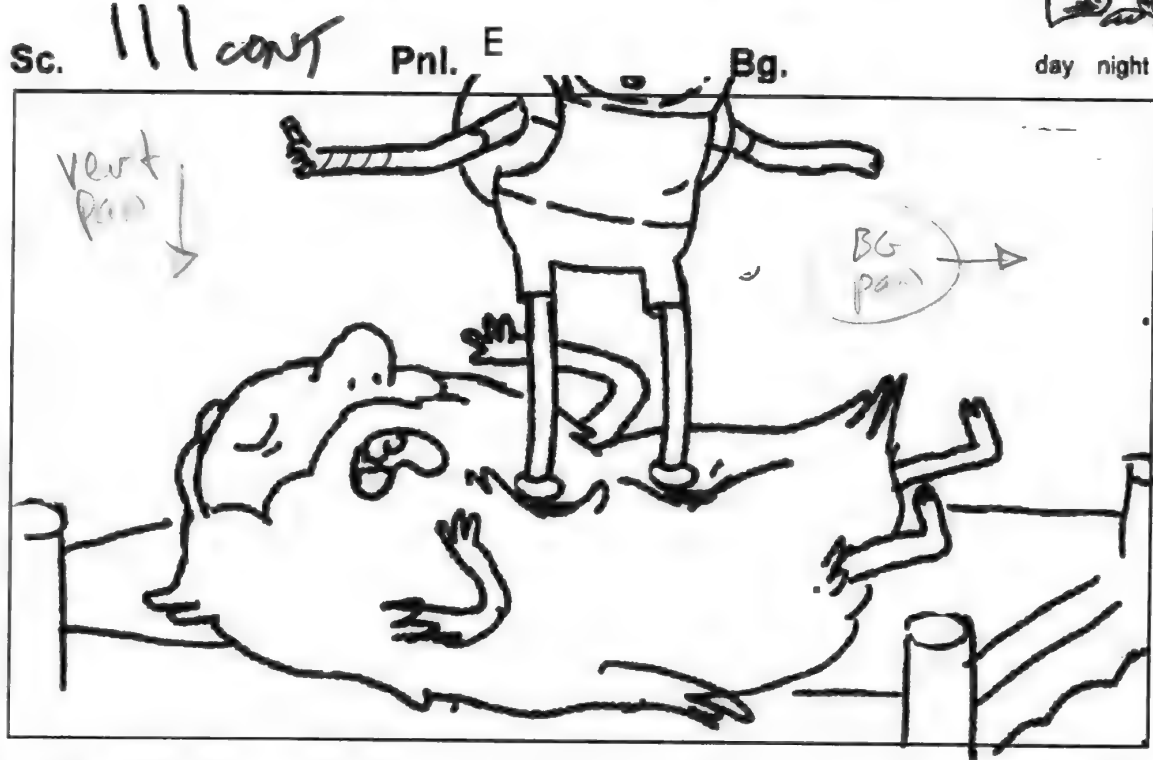
Production :

1025/166

# ADVENTURE TIME

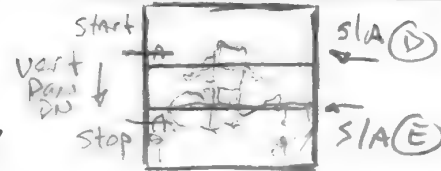


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Dialog:

F/ooop...  
OP: UHHH!



Action: - camera adj. down  
revealing that Finn's  
landed on Old Prismo's  
stomach

Timing:

- HUNDREDS of CREATURES  
COME OUT OF OLD PRISMO'S  
MOUTH

NCV 0 4 2013



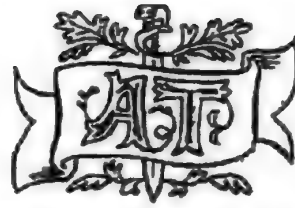
Production :

EPISODE # 1025-166

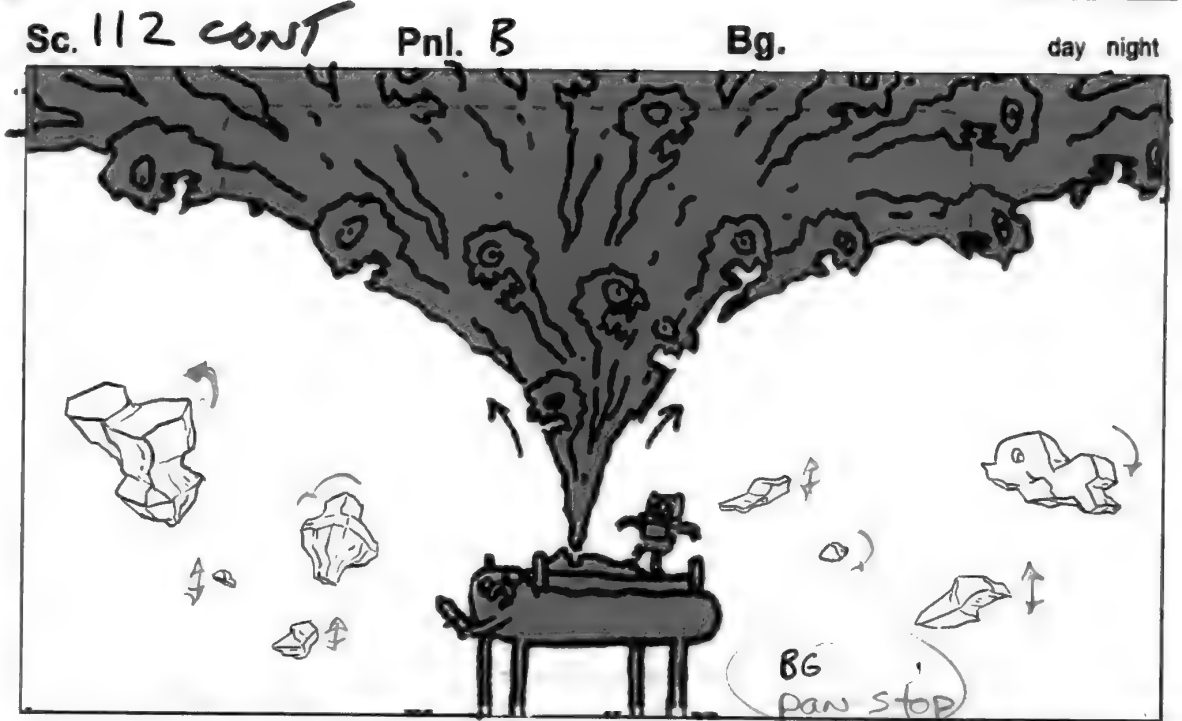
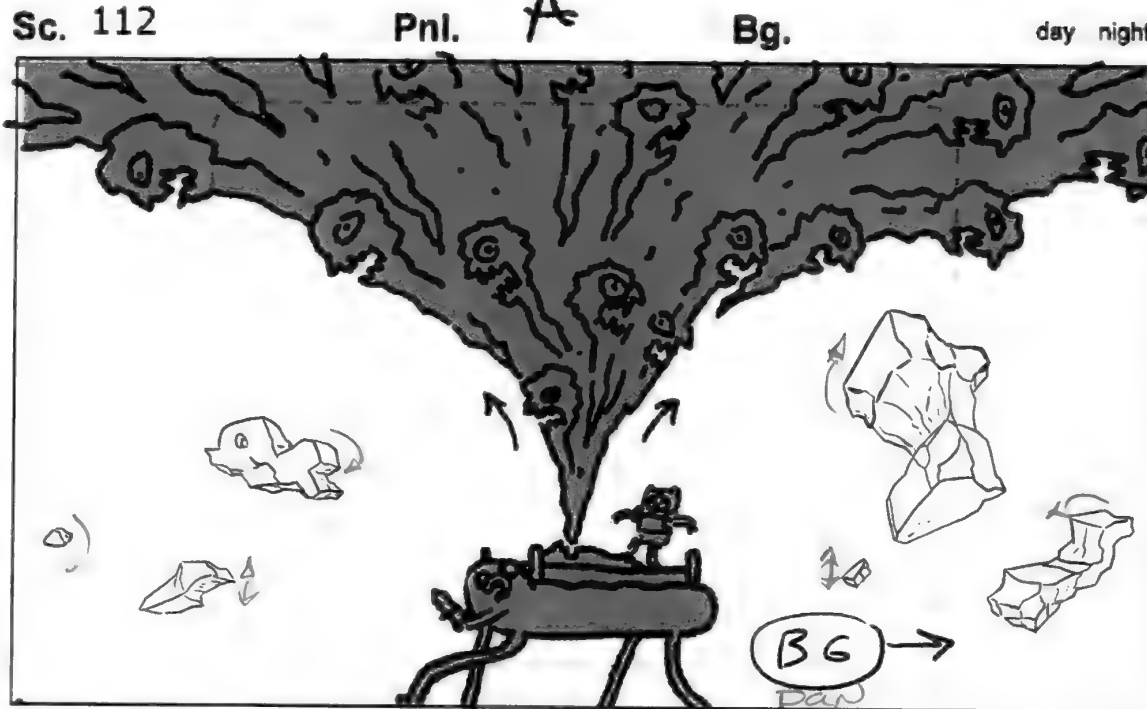
1025/166

Ho Cut

# ADVENTURE TIME



Page 139.



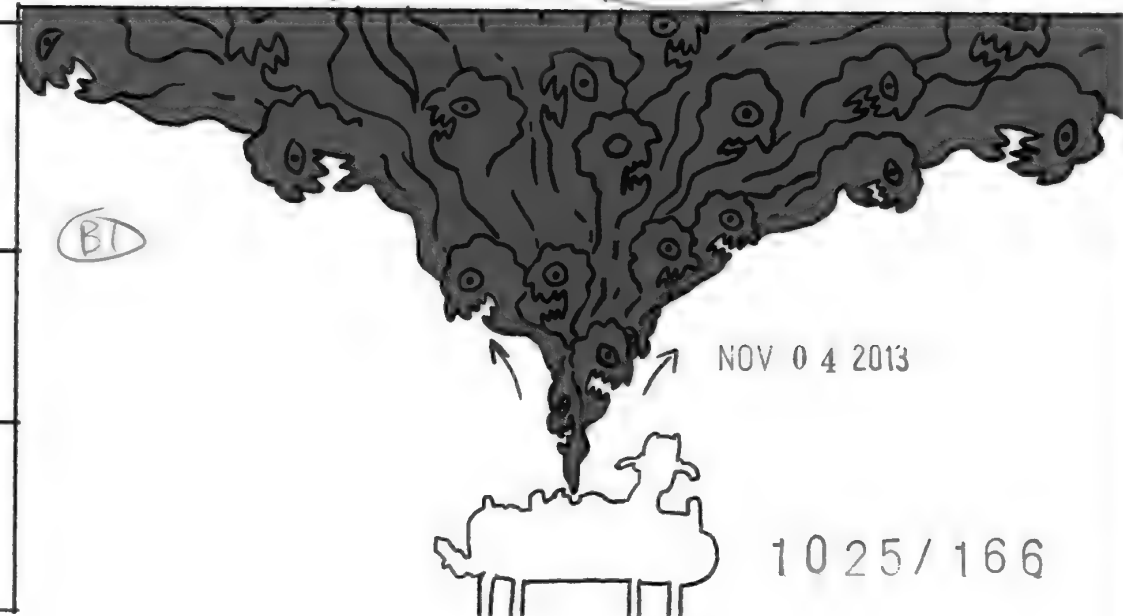
Dialog:

Action:

- S. creatures spew out of sleeping Prismo

Timing:

- CYCLE ①, ②, ①, ② etc.



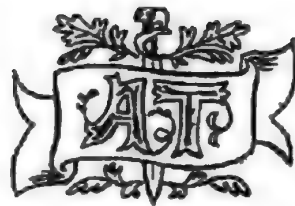
1025/166

EPISODE # 1025-166

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# ADVENTURE TIME



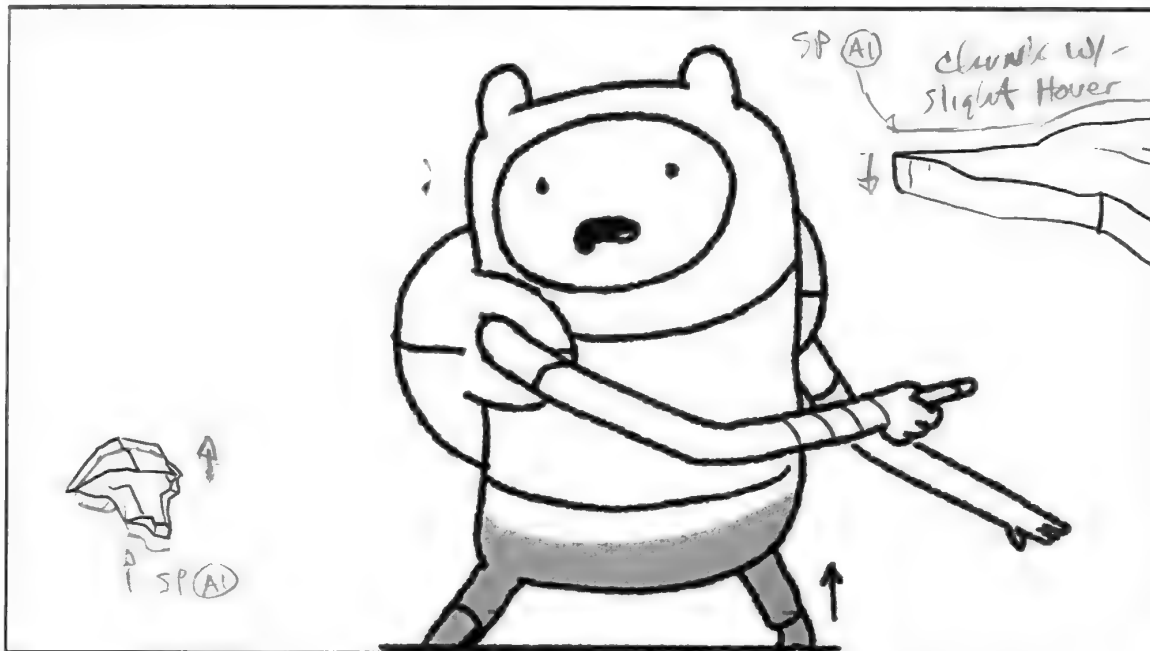
Page 140

Sc. 113

Pnl. A

Bg.

day night



Sc. 114

Pnl. A

Bg.

day night



Dialog:

*DX*  
Action: SHADOW GREEPS  
UP AND LOOPS FINN.

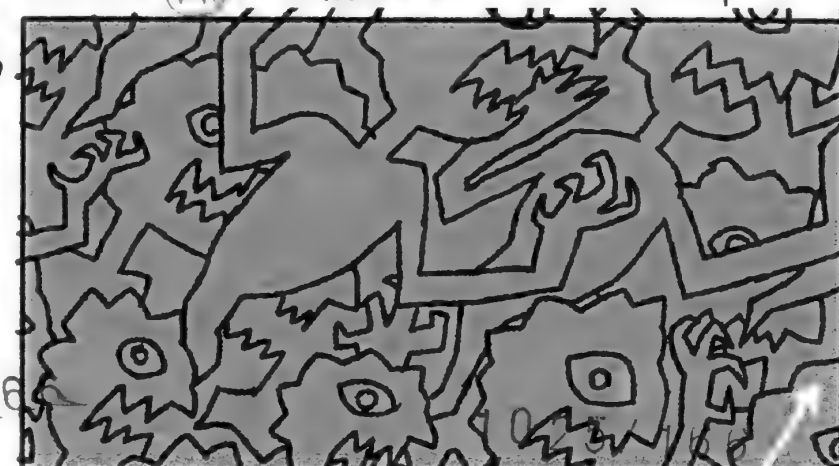
Timing:  
FINN SWIPES ARM  
WITH FLASH LIGHT:



SHADOWS KEEP PASSING  
THROUGH FILLING  
SCREEN.

(AI)

NOV 04 2013

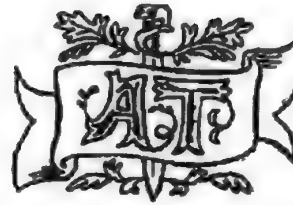


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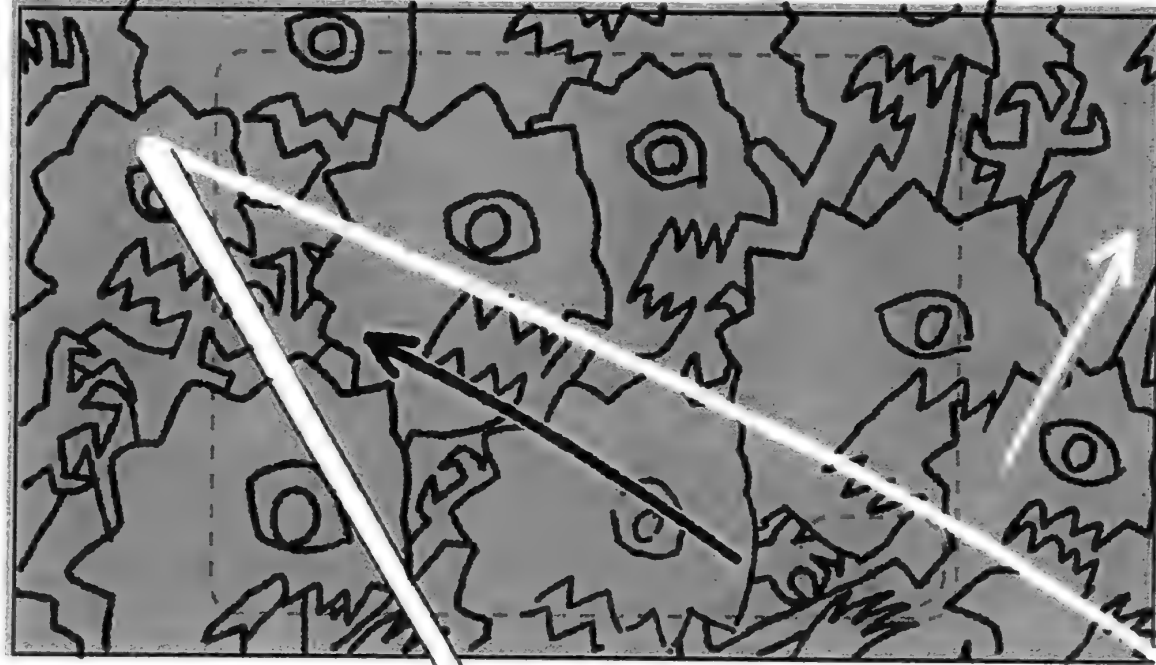
EPISODE # 1025-166  
1025/166

1025/166

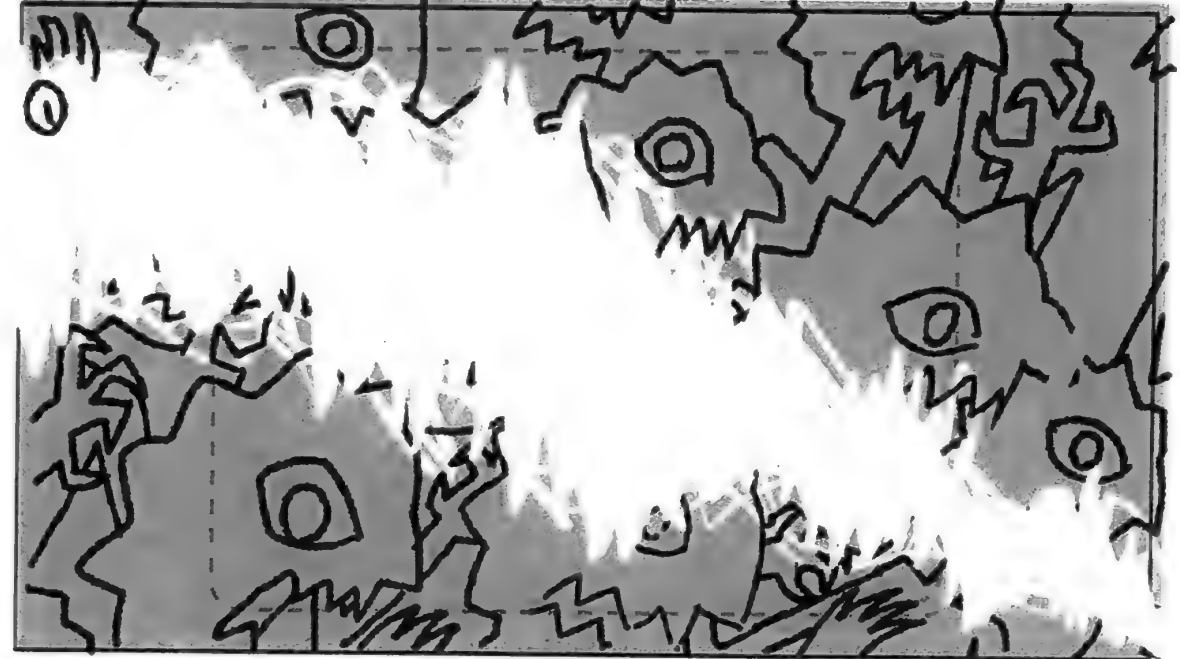
# ADVENTURE TIME



Sc. 114 *CONT* Pnl. *B* Bg. day night



Sc. 114 *CONT* Pnl. *C* Bg. day night



Page 141  
*141/ANEXT*  
day night

1025-166

EPISODE #  
1025/166

Dialog:

Action: FINN'S LIGHT FLASHES ACROSS SHADOW CREATURES.

① SHADOW CREATURES START TO DISSOLVE.

Timing:

② MORE SHADOW CREATURES IMMEDIATELY COVER SCREEN UP. 1025/166

NOV 04 2013

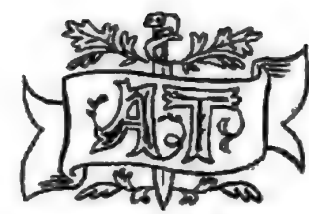


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1025/166

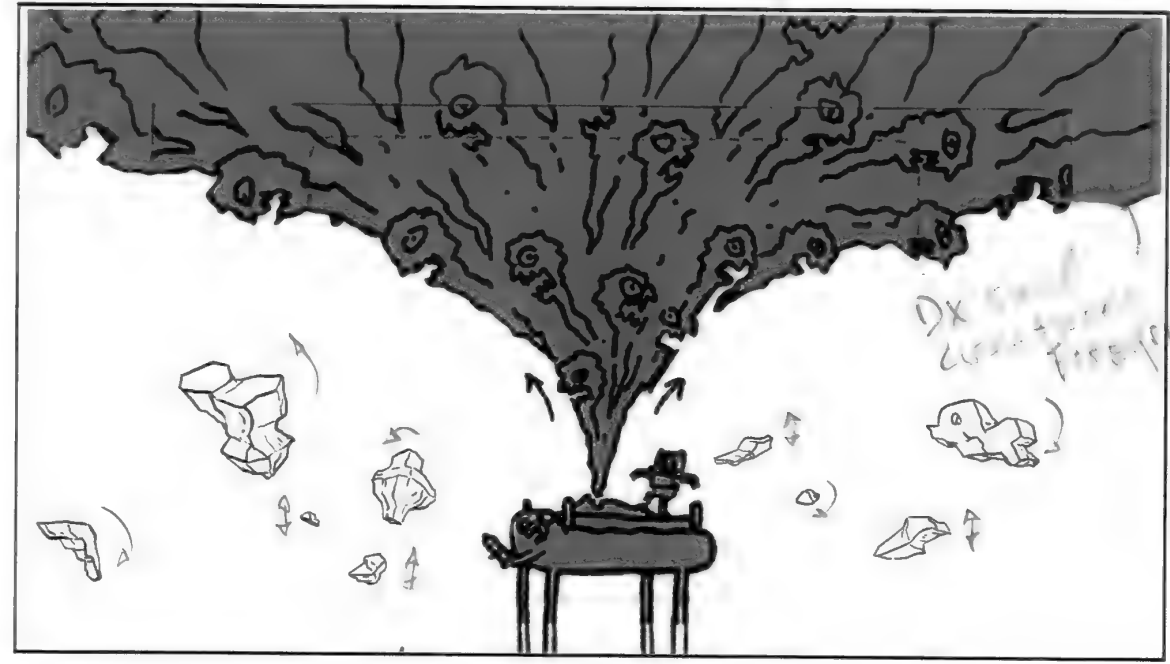
HW  
cut

# ADVENTURE TIME

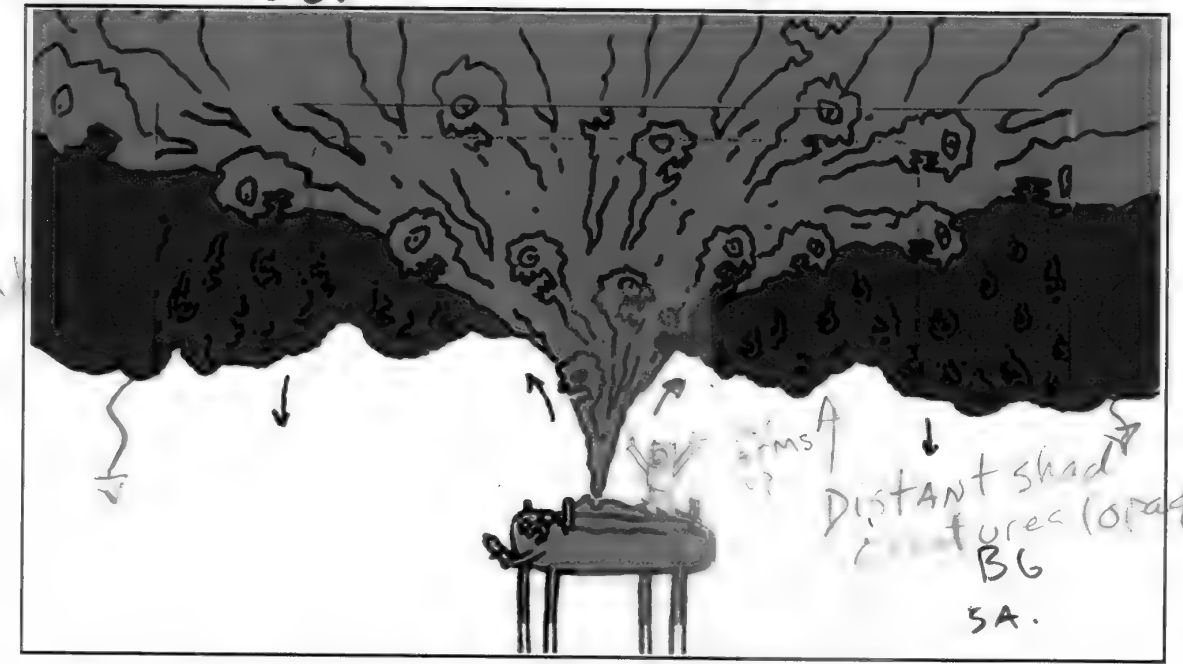


HW  
cut

Sc. 114A Pnl. A Bg. day night



Sc. 114A CONT Pnl. B Bg. day night



Dialog:	F/ THERE'S TOOMANY of THEM!	opaque shadow creature: lower w/ subtle snake like wiggle ~ ~
Action:	-S. creatures start covering skyline	
Timing:	1025/166	

NOV 04 2013

EPISODE # 1025-166  
1025/166

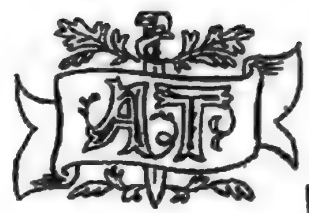
Production :

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1025/166

HV  
Cut

# ADVENTURE TIME



HV  
Cut

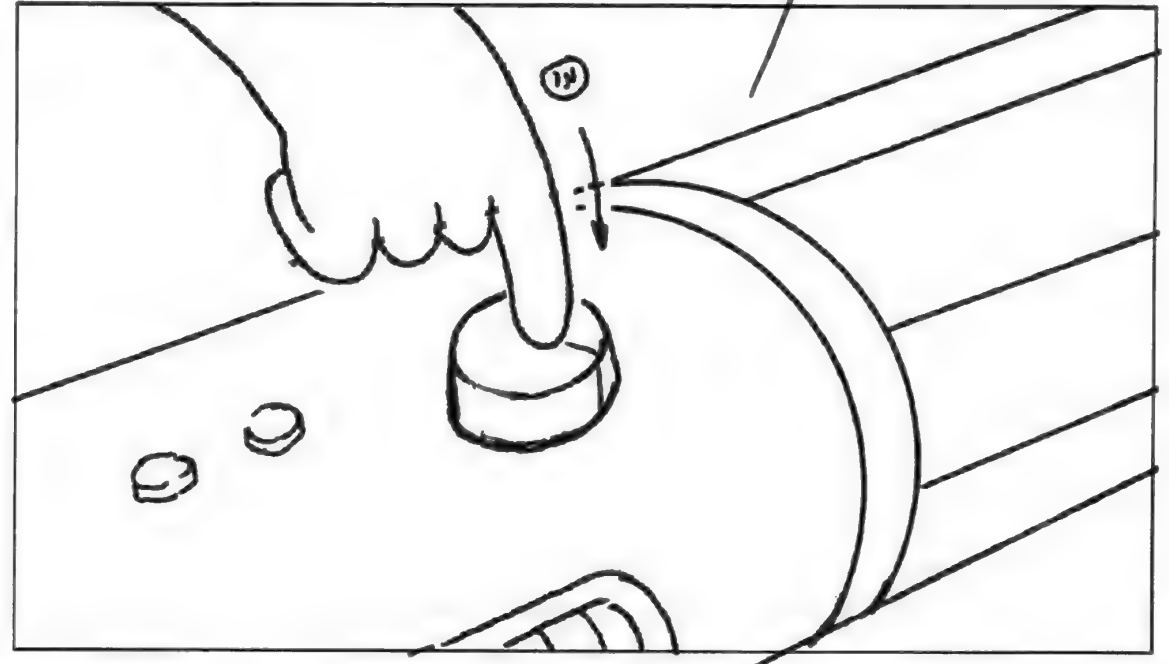
Sc. 115 Pnl. A Bg. day night



Sc. 116 Pnl. A Bg. day night

JAKE  
BODY

Page 142



Dialog:

J: LET'S SEE HERE

(A1)

Action:

(A2)



J/ yeeep.

TAPS SETTINGS BUTTON TWICE. NOV 04 2011

(A1)

1025/166



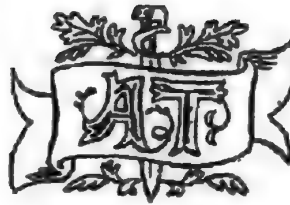
1025-166

EPISODE #

1025/166

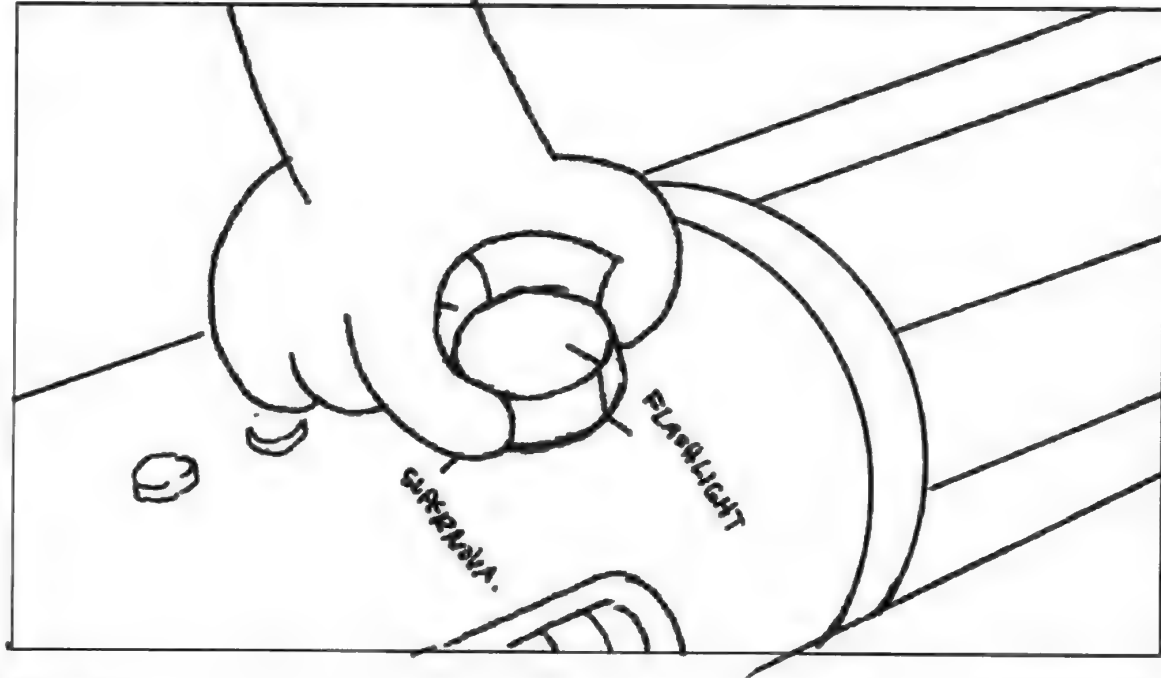
Production :

# ADVENTURE TIME

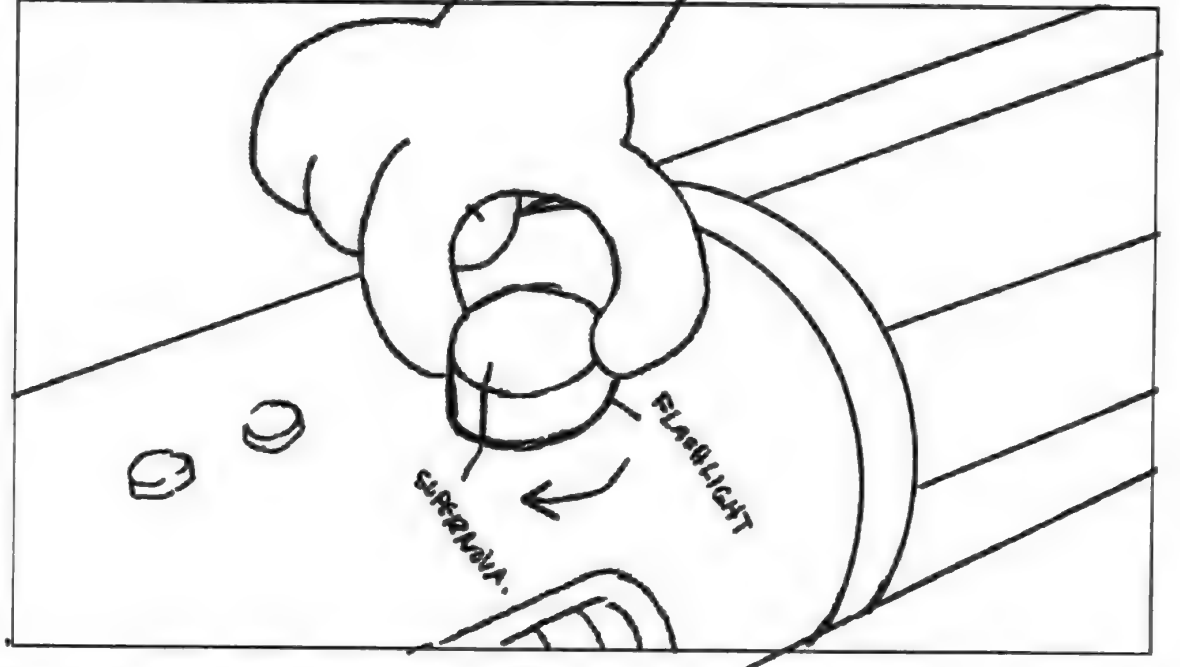


Page 143

Sc. 116 CONT Pnl. B Bg. day night



Sc. 116 CONT Pnl. C Bg. day night



Dialog:

SFX/CLICK. — v v W E E E

Action: JAKE GRABS KNOB and turns it. (BI) — wine sound starts bubbling.

Timing:

NOV 04 2013

1025/166



*tho cut*

1025-166

EPISODE #

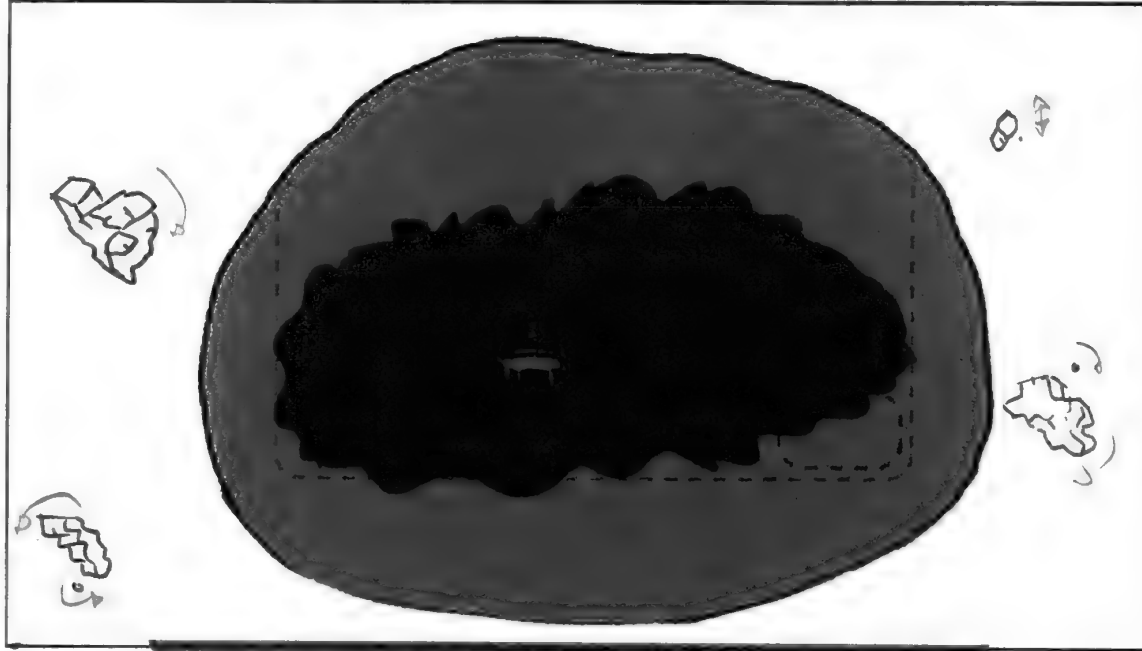
1025/166

Production :

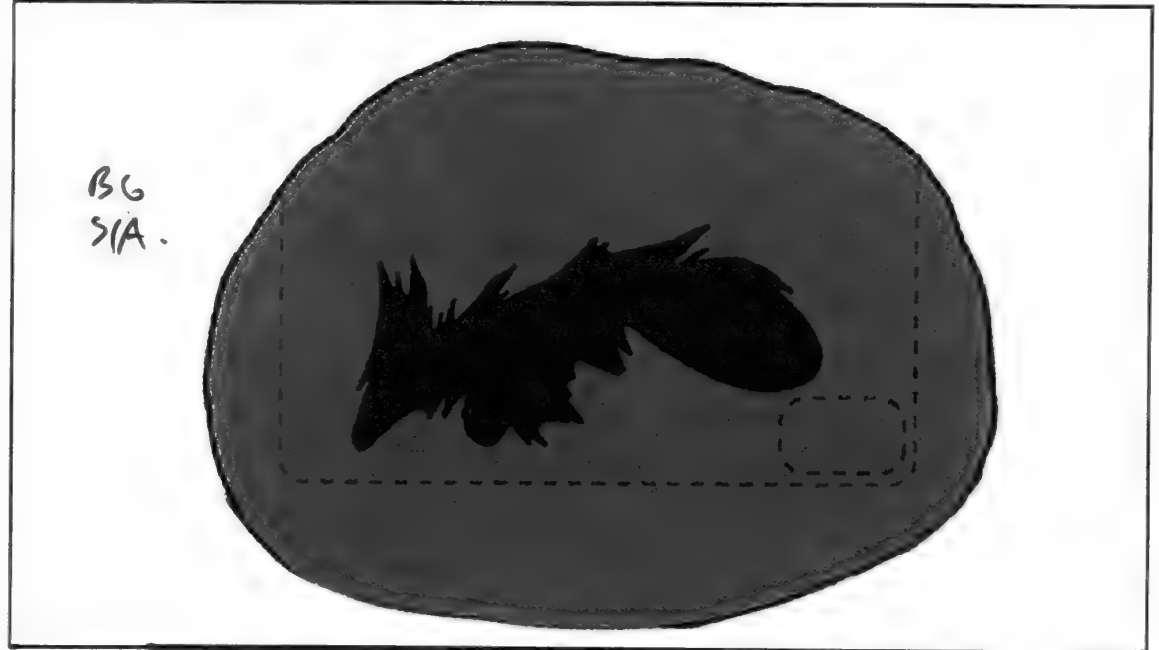
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**day night**



**Sc.**



SAX/PW EEE EEEEEEEE EEE EEE EEE EEE EEE EEE

opaque shad creatures ENCLOSE DX shad creatures. IN solid cloud.

NOV 04 2013

1025/166

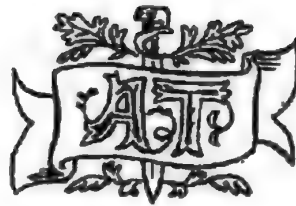
1025-166

**EPISODE #**

1025/166

**Production :**

# ADVENTURE TIME



Sc.

117 CONT Pnl.

C

Bg.

day night

Sc.

117 CONT Pnl.

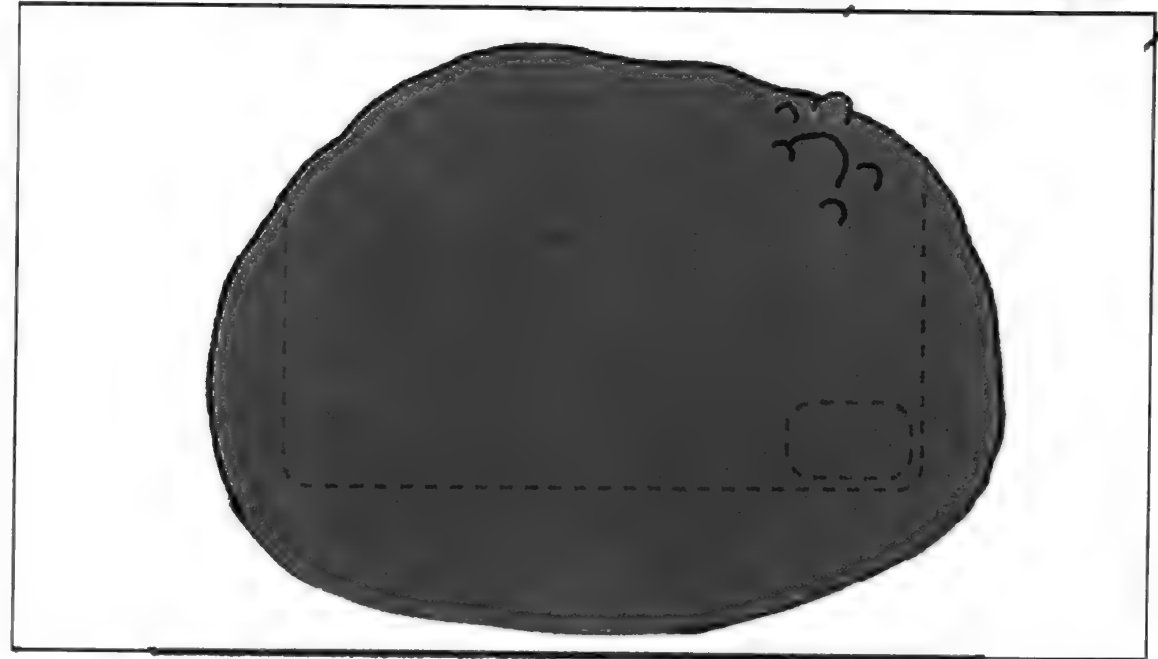
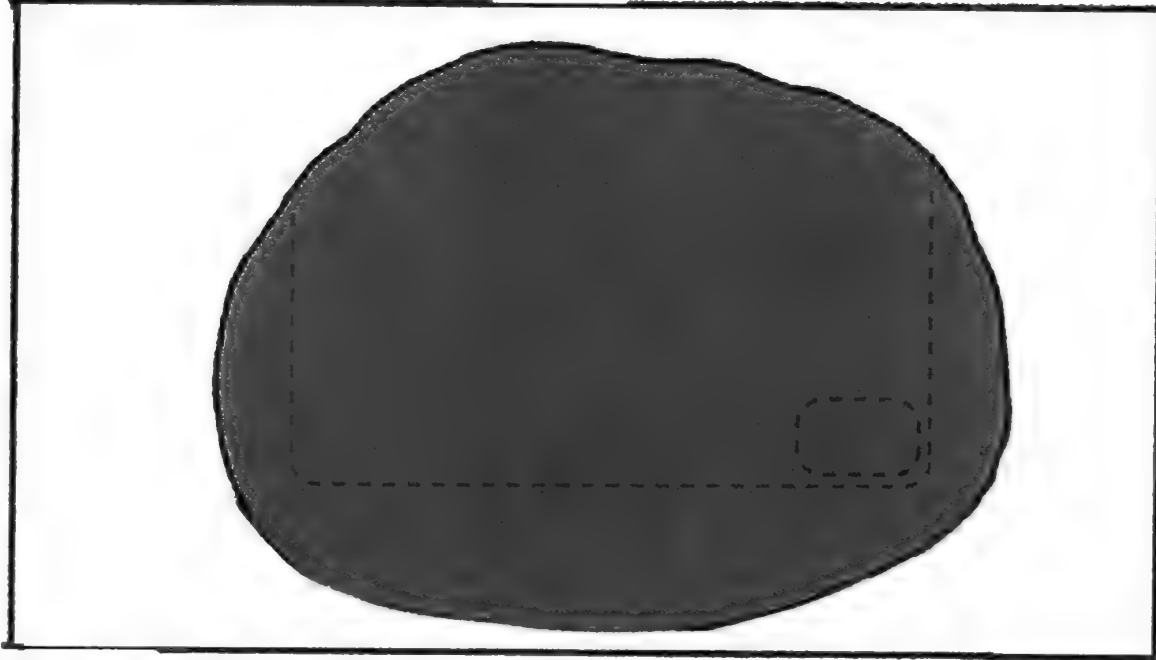
D

Bg.

Page

145

145A NEXT  
day night



Dialog:

(BEXT)

SFX: \*SHYUUU\*

Action:

cloud SURFACE

Starts to ROLL w/  
Bubbles

NOV 04 2013

Timing:

1025-166

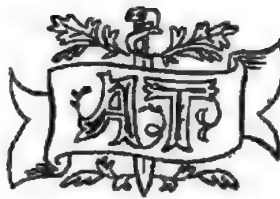
EPISODE #

1025/166

1025/166



# ADVENTURE TIME



Page 145A

146 NEXT

Sc. 117 *CONT*

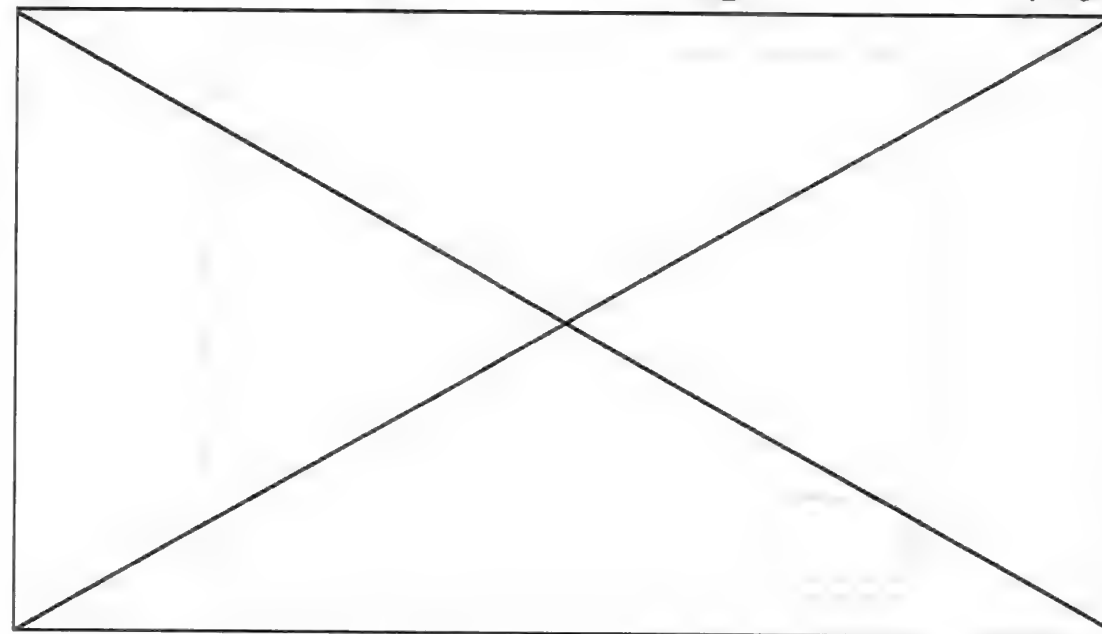
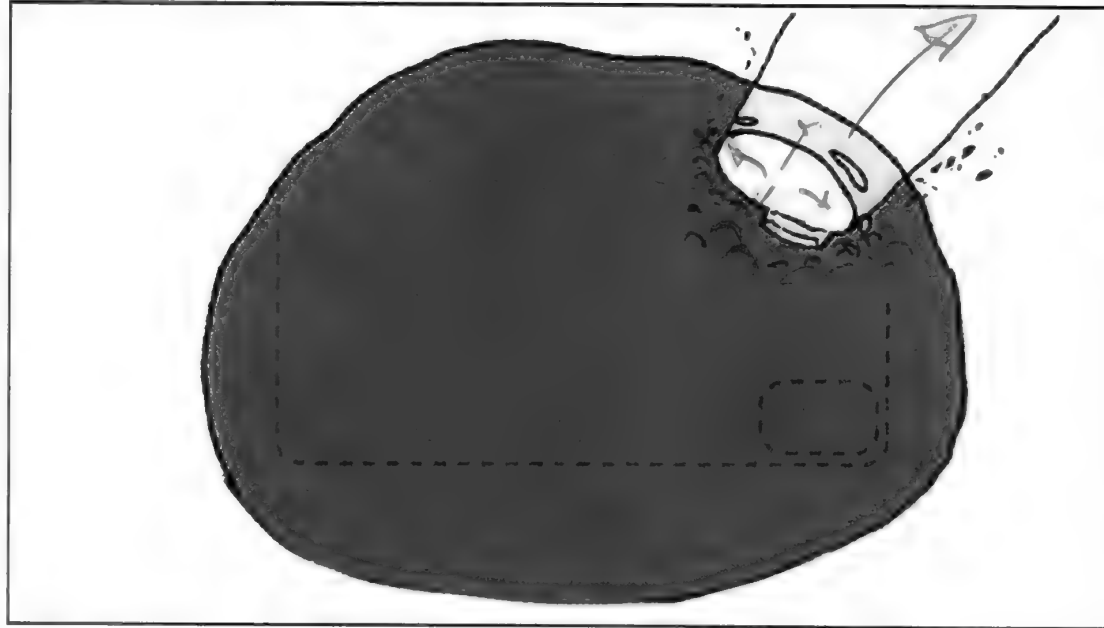
Pnl. E

Bg.

day night

Pnl.

Bg.



Dialog:

Cloud open melts an opening  
As Light Bursts throw

Action:

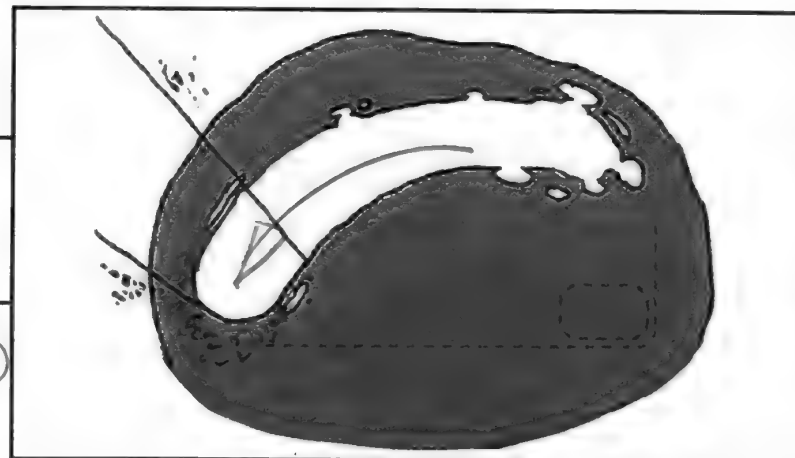
Cuts a swath through cloud

Timing:

Visible Action  
Precedes Direction  
Burst of Light  
grow out across  
opaque shaded  
cloud



(E2)



NOV 04 2013

Production :

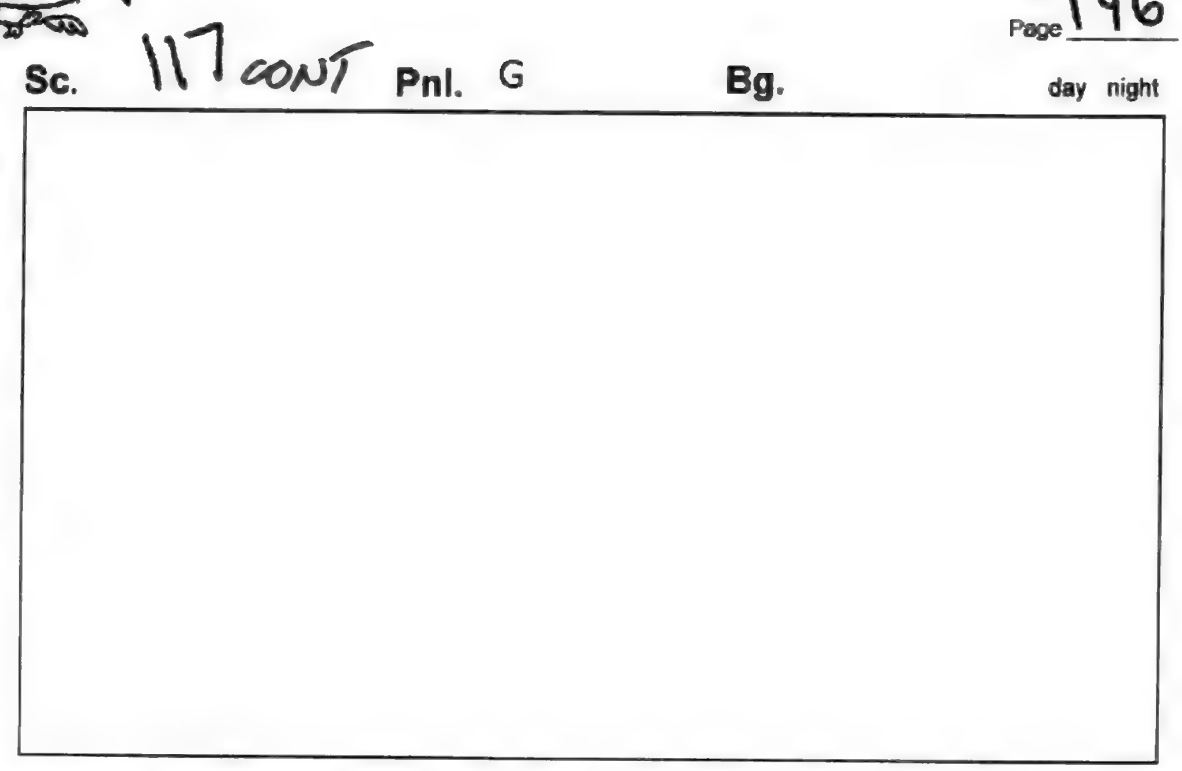
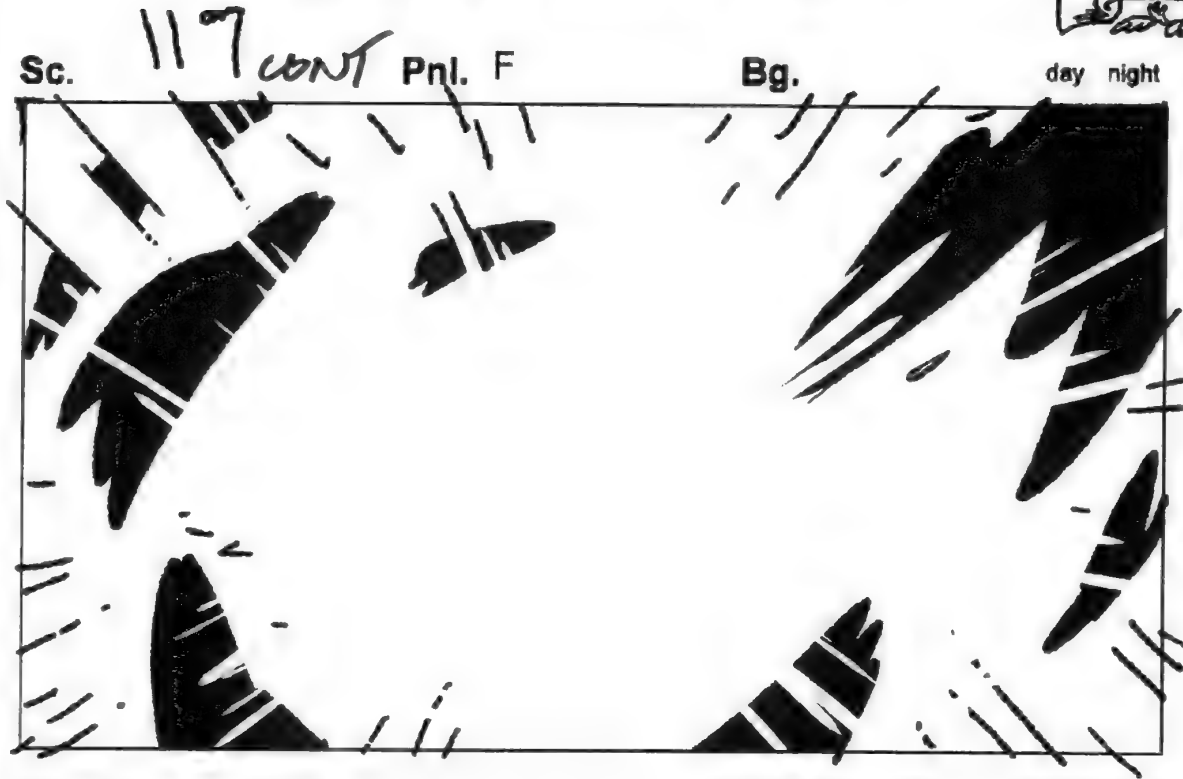
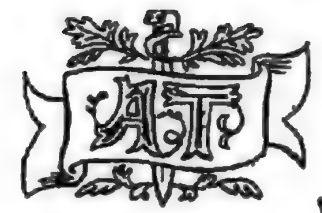
EPISODE # 1025-166

1025/166

1025/166

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# ADVENTURE TIME



Dialog:	SEX / BOOM		FADE to Hot white Frame	X-DIS
Action:	explodes	Screen Goes white		
Timing:				

NOV 04 2013

1025/166

cut w/ X-DIS @ post

EPISODE # 1025-166

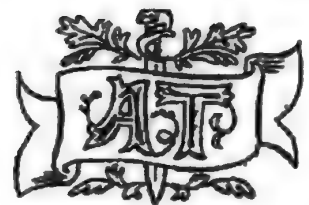
1025/166



Production :

cut  
w/ X. DISS  
past

# ADVENTURE TIME



cut

Sc. 118

Pnl. A

Bg.

day night

Sc.

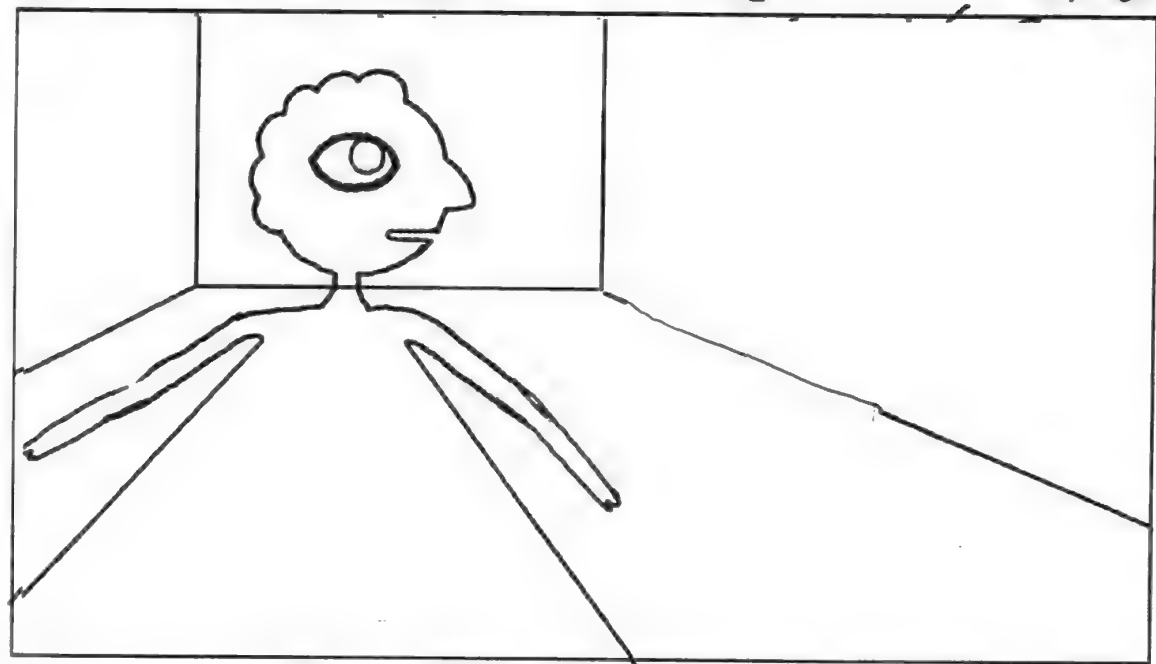
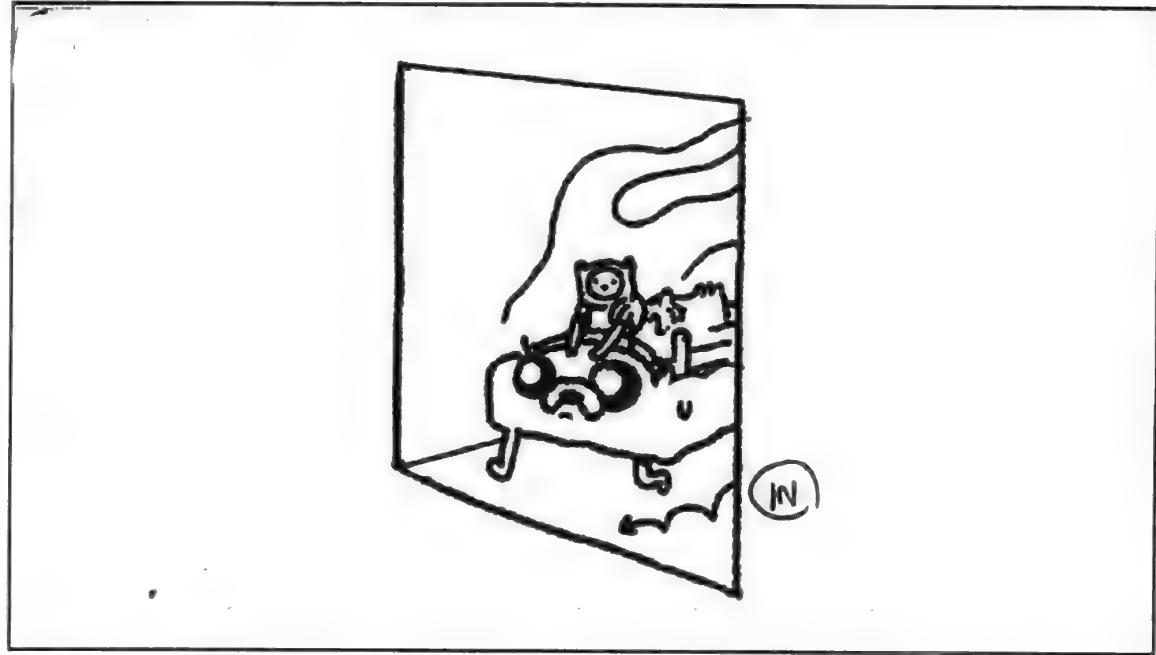
119

Pnl.

A

Bg.

Page 147  
147A NEXT  
day night



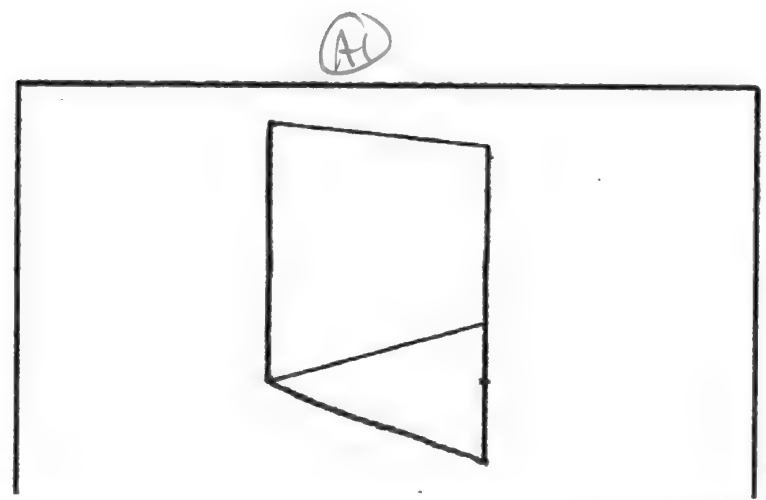
Dialog:

XX X. DISS

Action:

- Jake walks in  
streaming

Timing:




NOV 04 2013

1025/166

1025-166

EPISODE #

1025/166

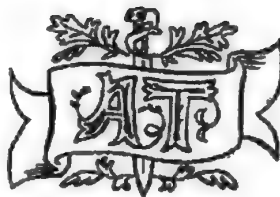
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1025/166

1025/166

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# ADVENTURE TIME

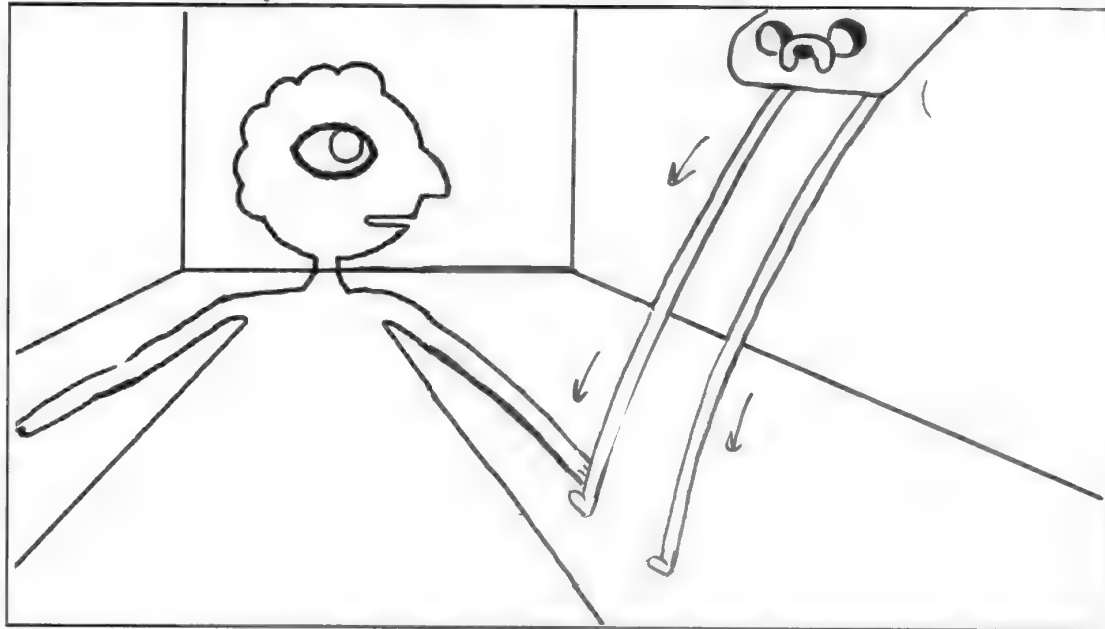


Sc. 119 *CONT*

Pnl. B

Bg.

day night



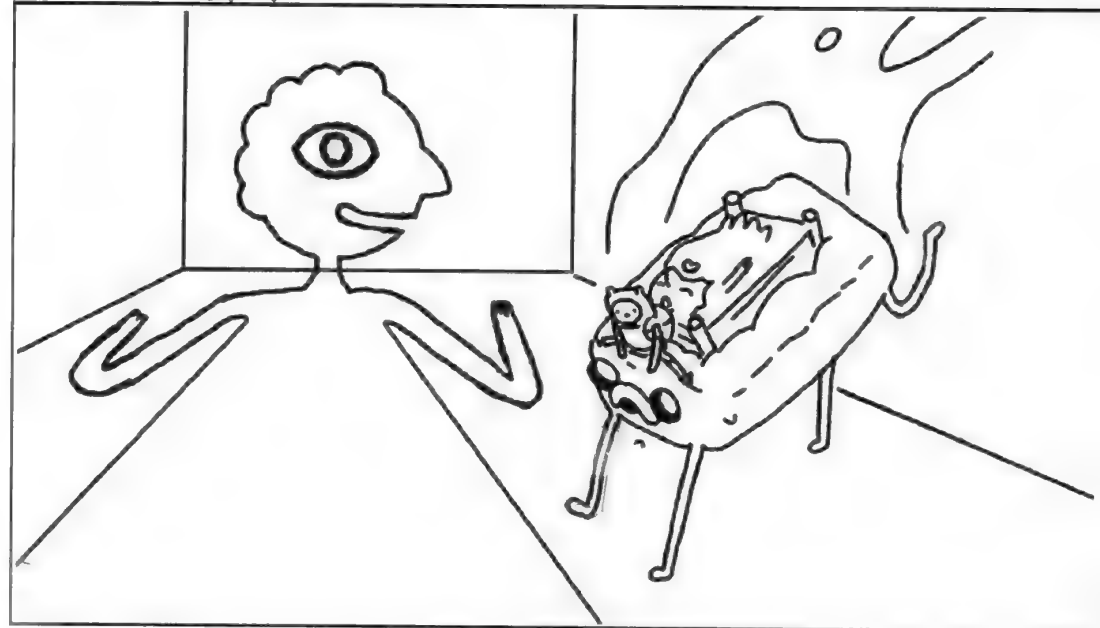
Sc. 119 *CONT*

Pnl. C

Bg.

Page 147A

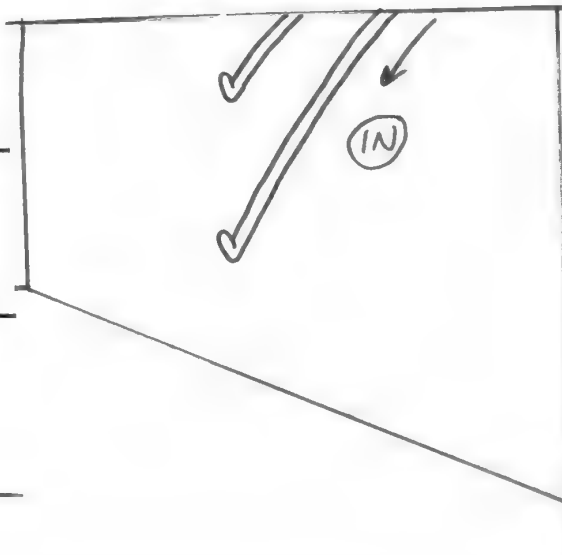
*147B NEXT*  
day night



Dialog:

Action:

Timing:



(B1)

NOV 04 2011

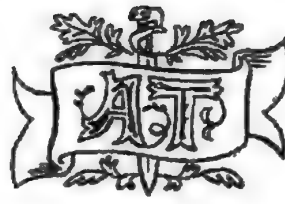
EPISODE # 1025-166

1025/166

Production :

1025/166

# ADVENTURE TIME



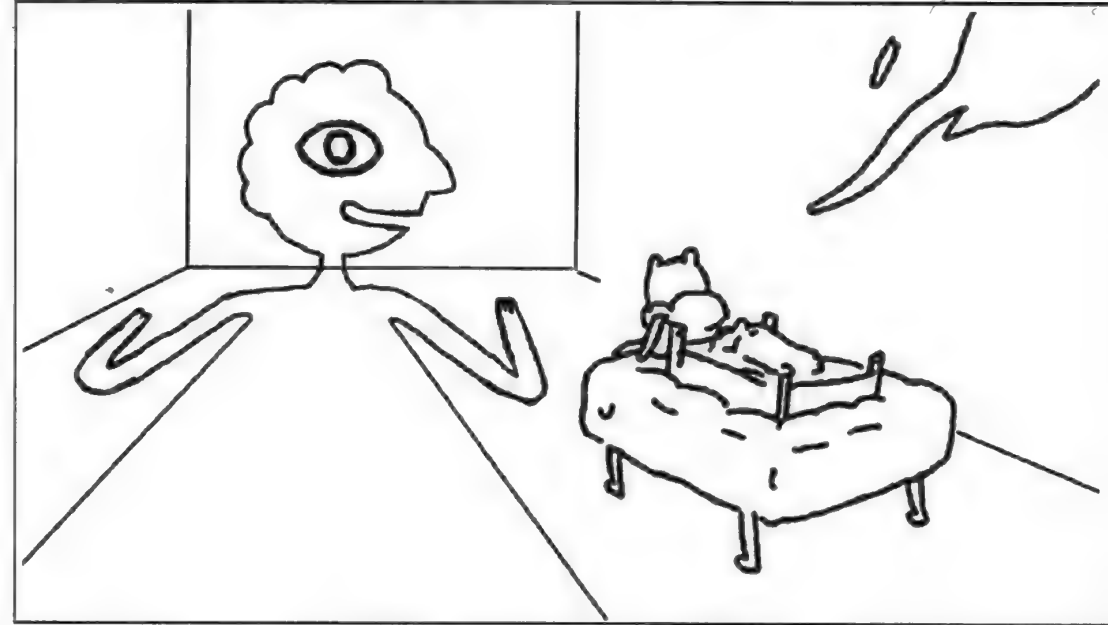
Ho  
Cut

Page 147B  
~~148~~ NEXT  
day night

Sc. 119 *CONT* Pnl. D

Bg.

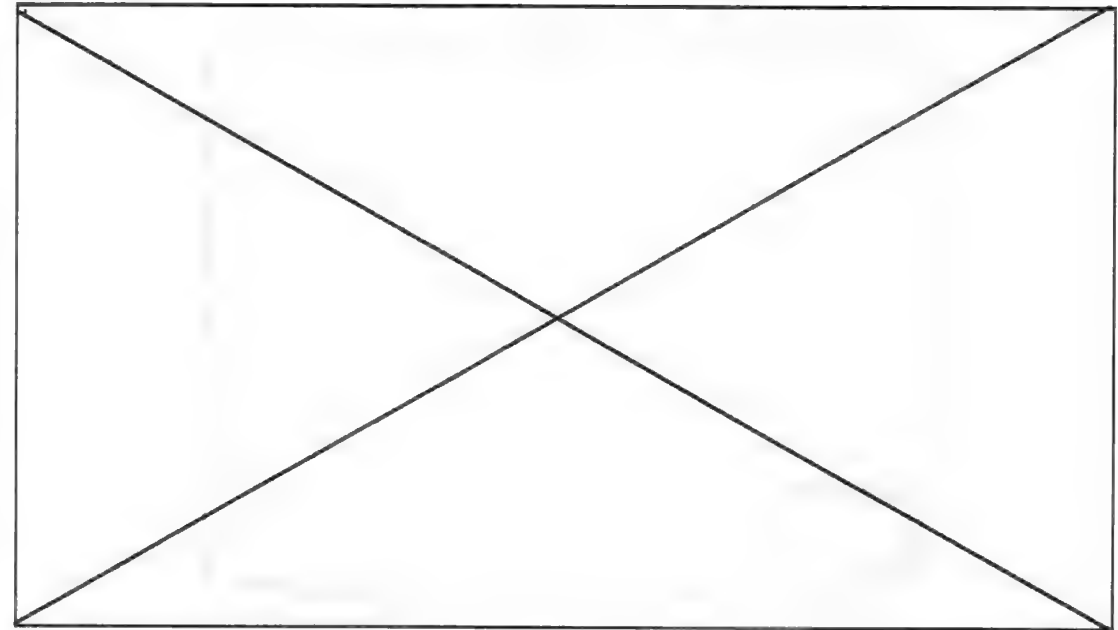
day night



Sc.

Pnl.

Bg.



Dialog:

*P/ OH, HEY YOU'RE BALK*

Action:

*Arms Crest out*

*(D2)*

*(D)*

Timing:



*DX storm overlap stop & rise up to Dissipate*

*(D1)*

*3/A (D)*

NOV 04 2013

EPISODE # 1025-166

1025/166

Production :

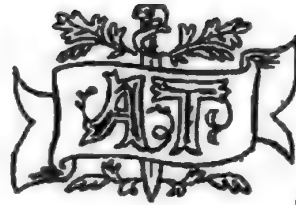
1025/166

1025/166

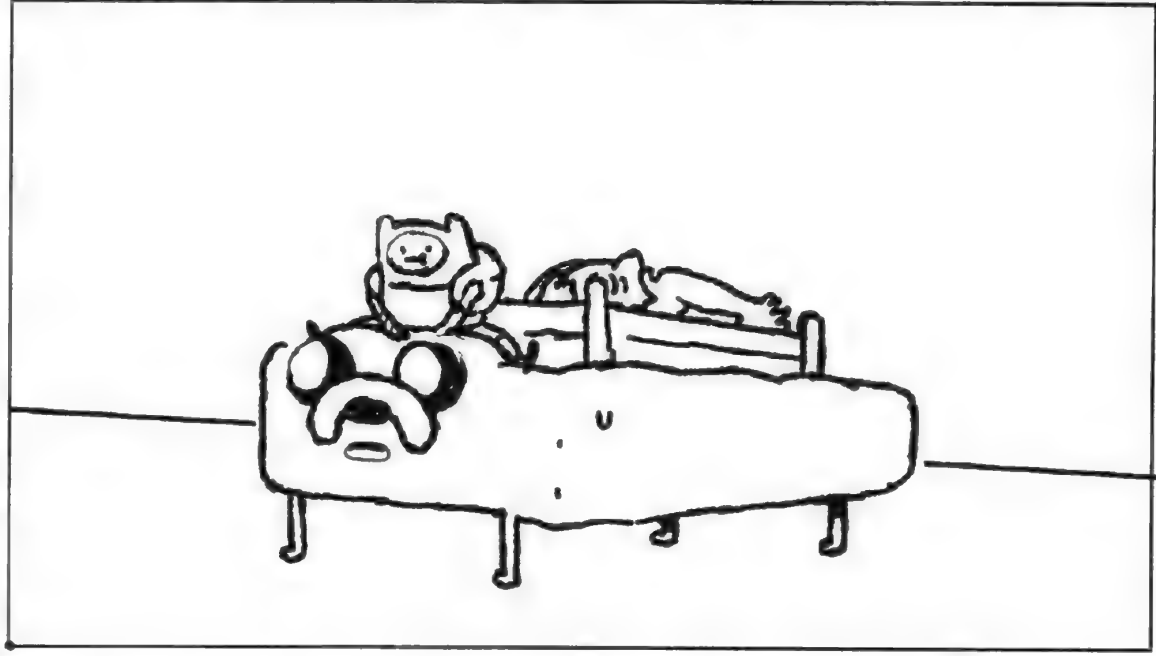
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HP  
Cut

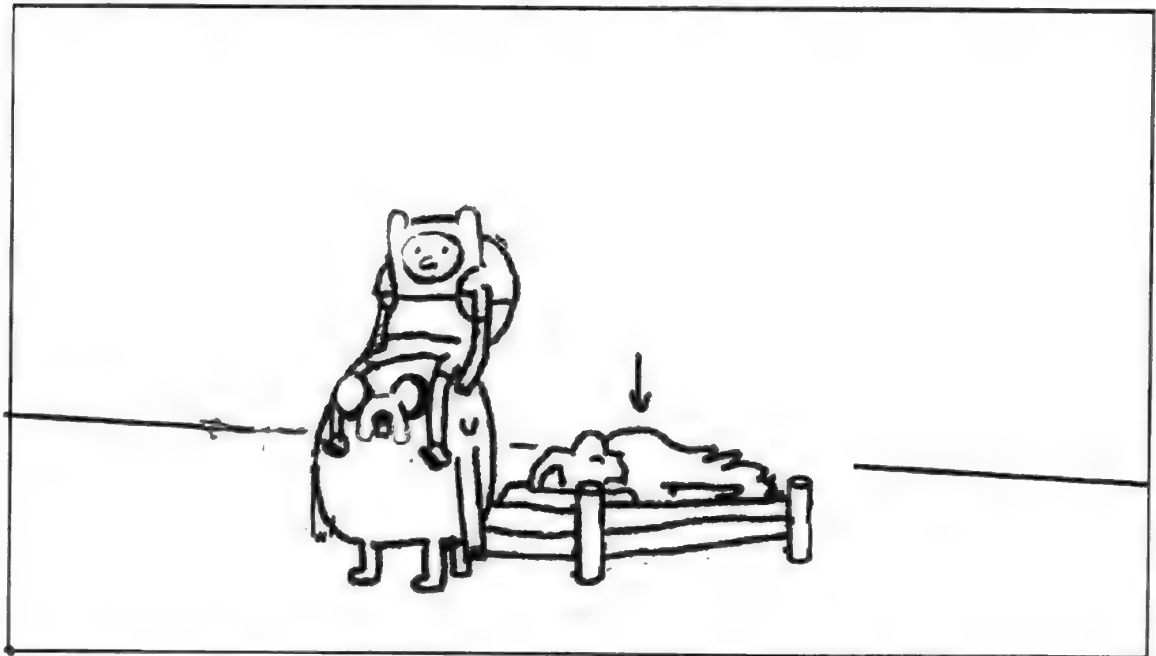
# ADVENTURE TIME

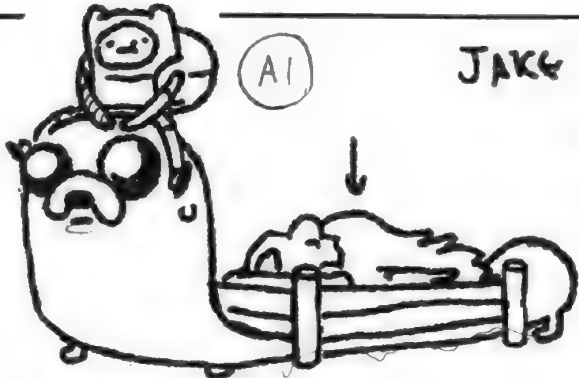


Sc. 120 Pnl. A Bg. day night



Sc. 120 CONT Pnl. B Bg. day night



Dialog:	<u>① DUDE'S GOT SERIOUS NIGHT TERRORS</u>		<u>F: WHAT NOW, PRISMO?</u>
Action:		<u>① JAKE SHRINKS DOWN</u> <u>placing bed on the ground.</u>	<u>04 2013</u>
Timing:			

Cut

1025-166

EPISODE #

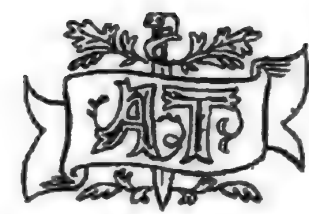
1025/166

Production :

1025/166

Cut

# ADVENTURE TIME



Cut

Sc. 121

Pnl. A

Bg.

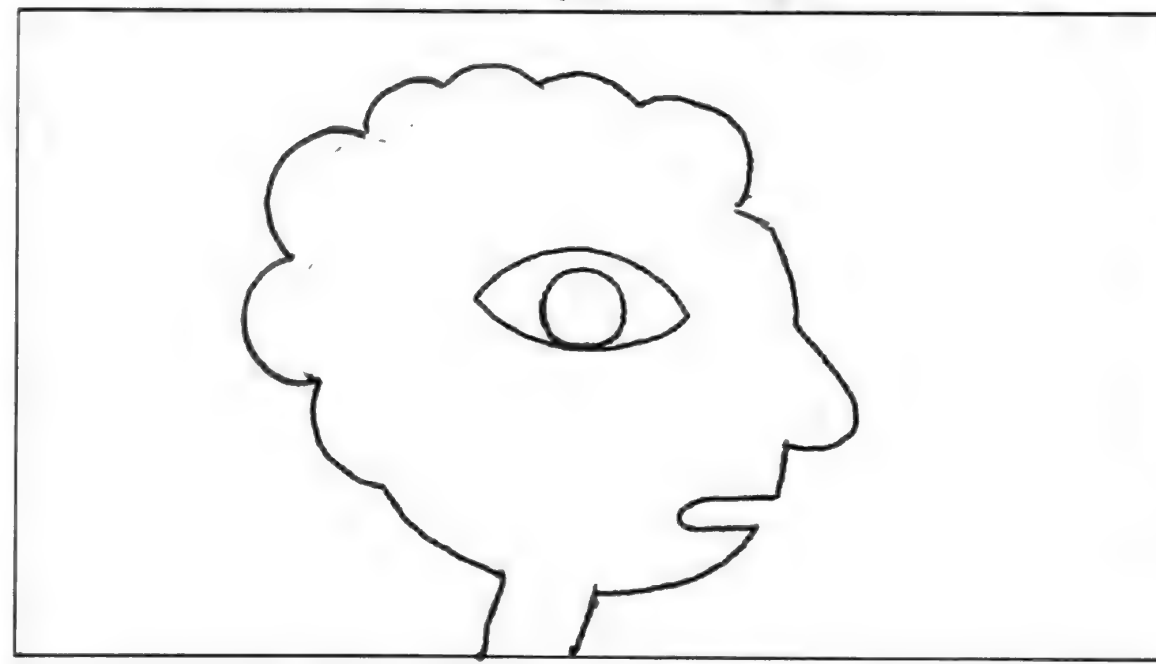
day night

Sc. 121A

Pnl. A

Bg.

Page 149  
149A next  
day night



Dialog:
Action:
Timing:

NOV 04 2013

1025/166

1025/166

1025-166

EPISODE #  
1025/166

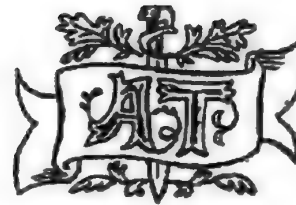
Production :

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Cut

# ADVENTURE TIME

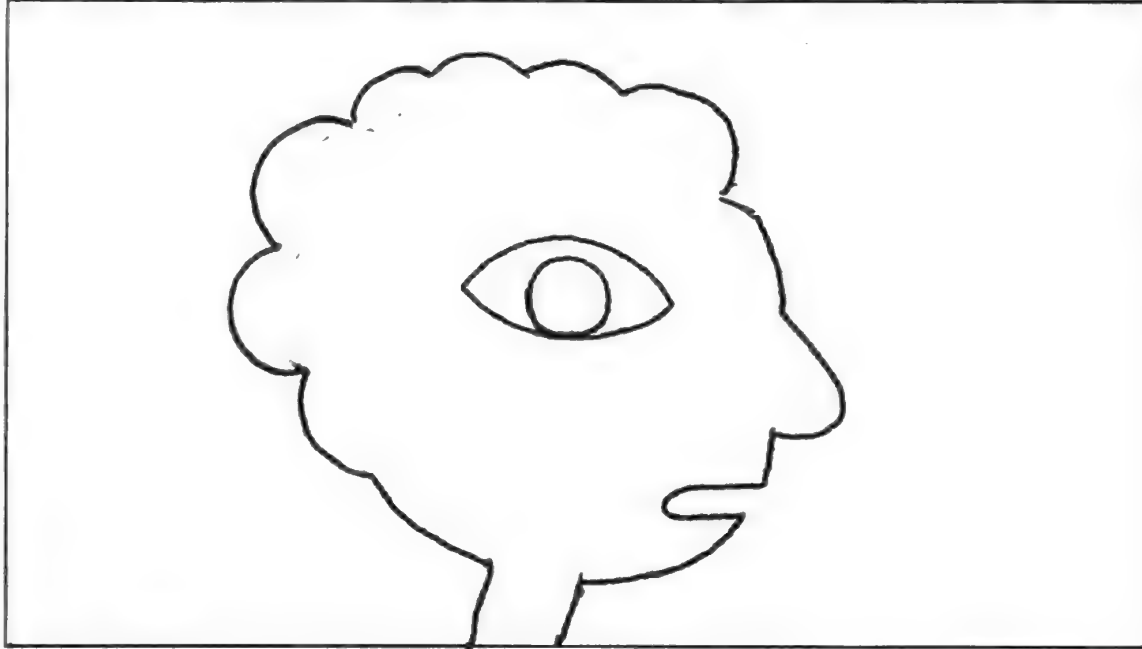


Sc. 121B

Pnl. A

Bg.

day night

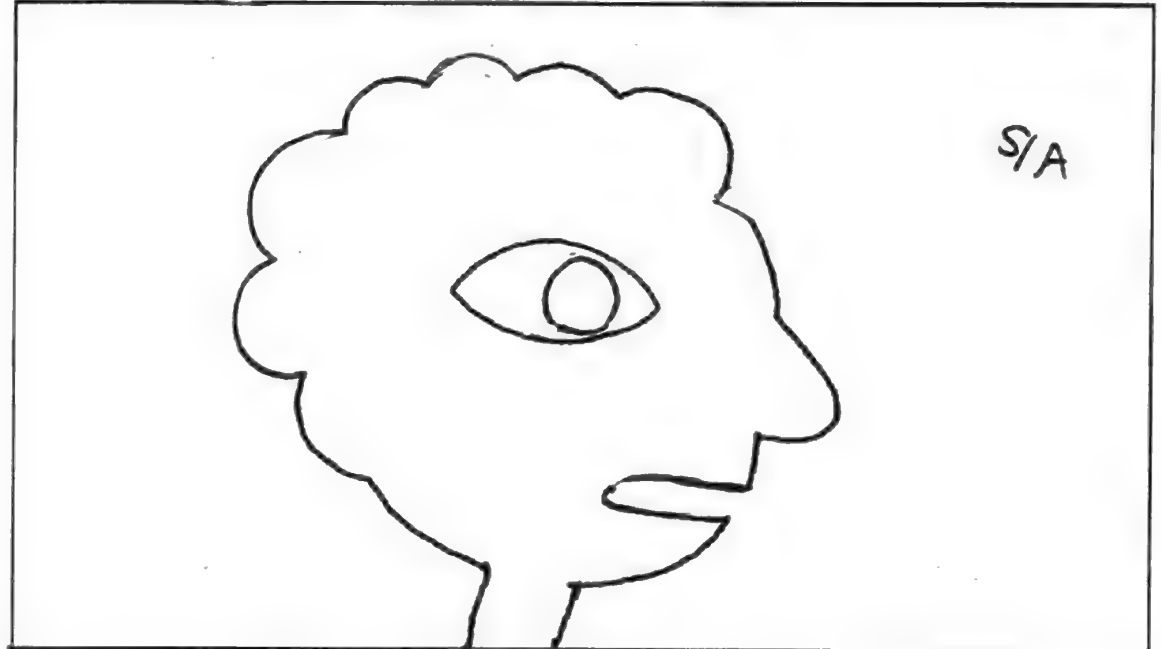


Sc.

121B cont B

Pnl. B

Bg.



Page 149 A  
150 NEXT  
day night

Cut

Dialog:

. . .

P: OKAY WAKE HIM UP!

Action:

NOV 04 2013

Timing:

1025/166

1025-166

EPISODE #

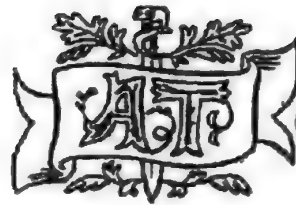
1025/166

Production :

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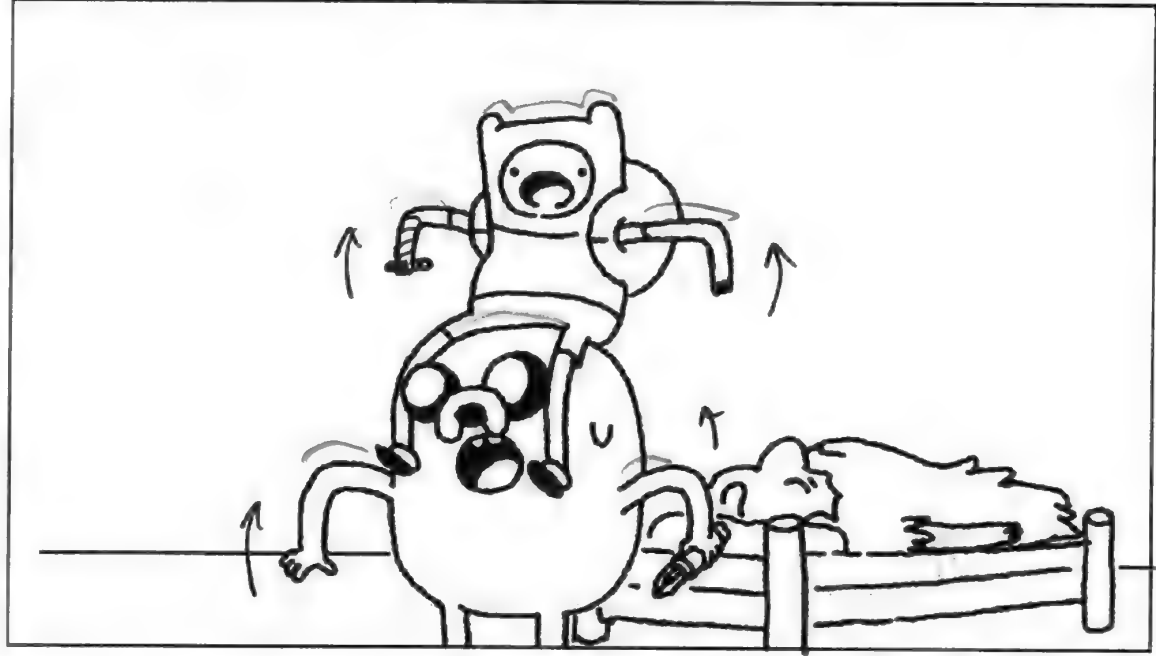
CW

# ADVENTURE TIME

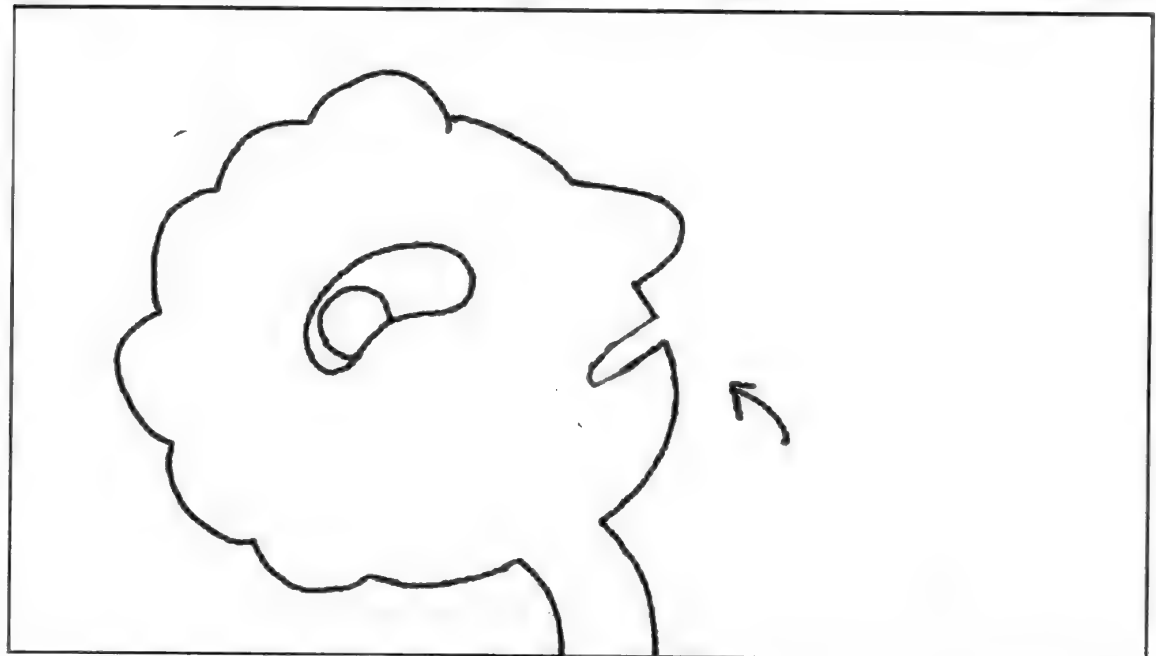


CW

Sc. 122 Pnl. A Bg. day night





Sc. 123 Pnl. A Bg. day night



Page 150

CW

Dialog:	F&J/ WHAT !!!?	P/ YEAH, I JUST WANTED ONE LAST LOOK AT MYSELF.
Action:		
Timing:		

NOV 04 2013

1025/166

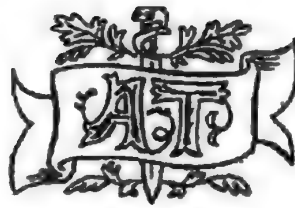
1025-166

EPISODE #  
1025/166

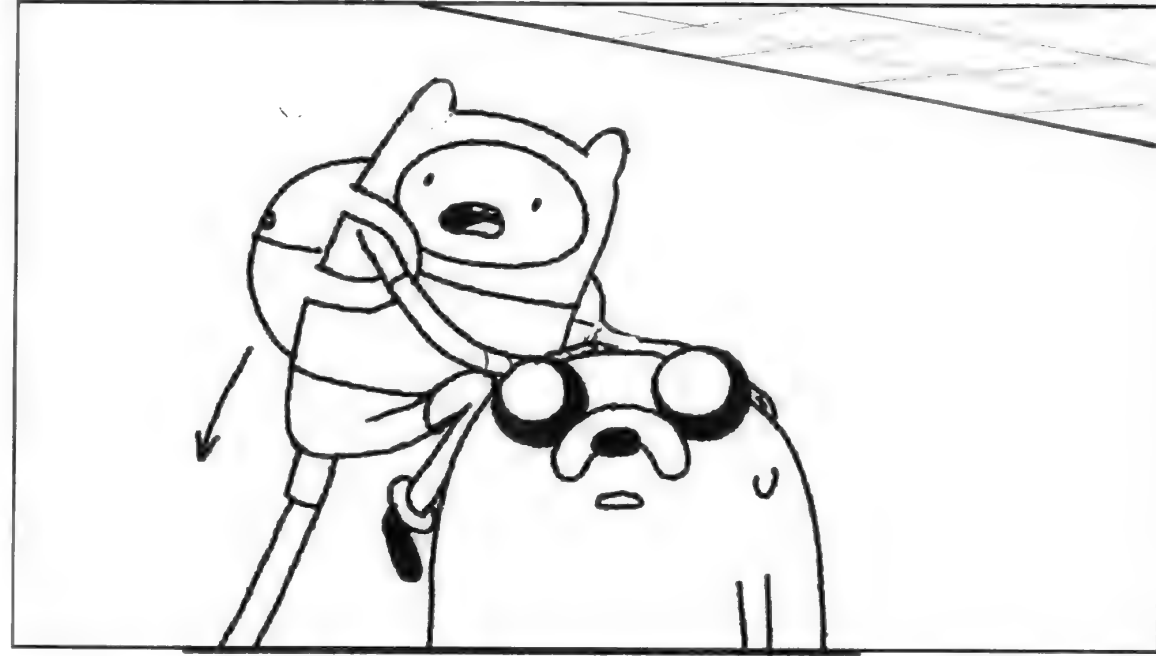
Production :

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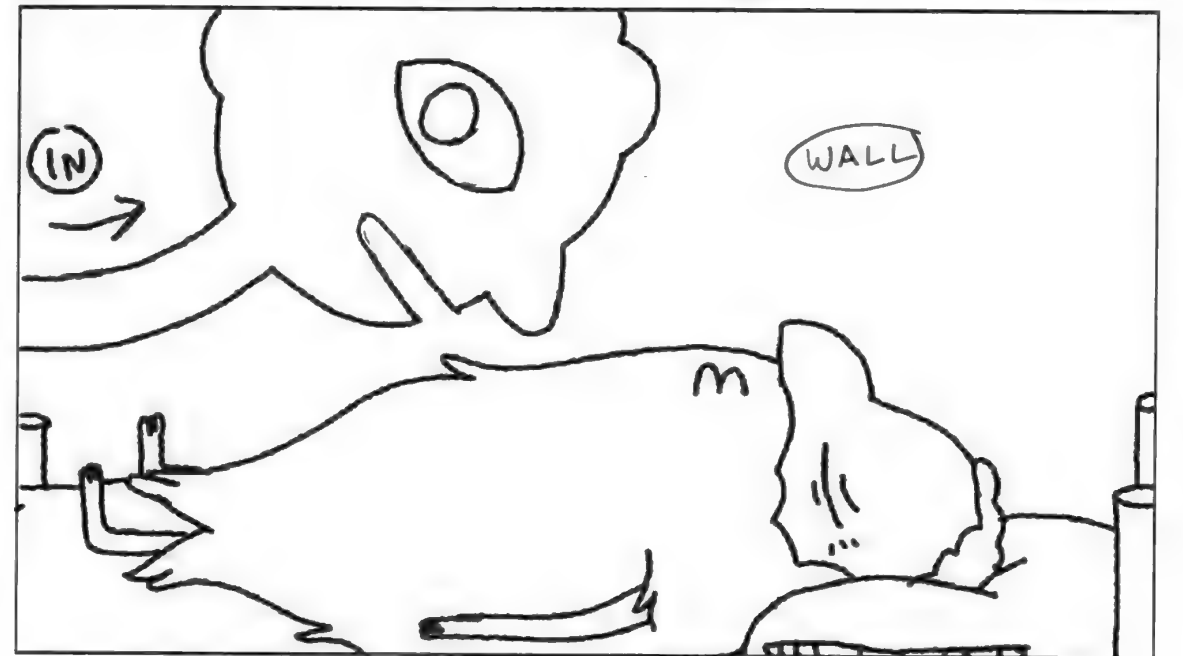
# ADVENTURE TIME



Sc. 124 Pnl. A Bg. day night



Sc. 125 Pnl. A Bg. day night



Dialog: F/ THIS OLD MAN IS YOU? P/ THAT'S RIGHT. PRISMO IS NOTHING BUT THE DREAM OF A WRINKLY LITTLE OLD MAN.



1025-166

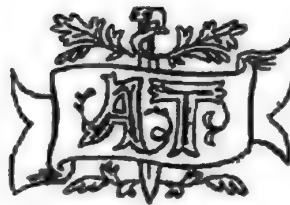
EPISODE #

1025/166

Production :

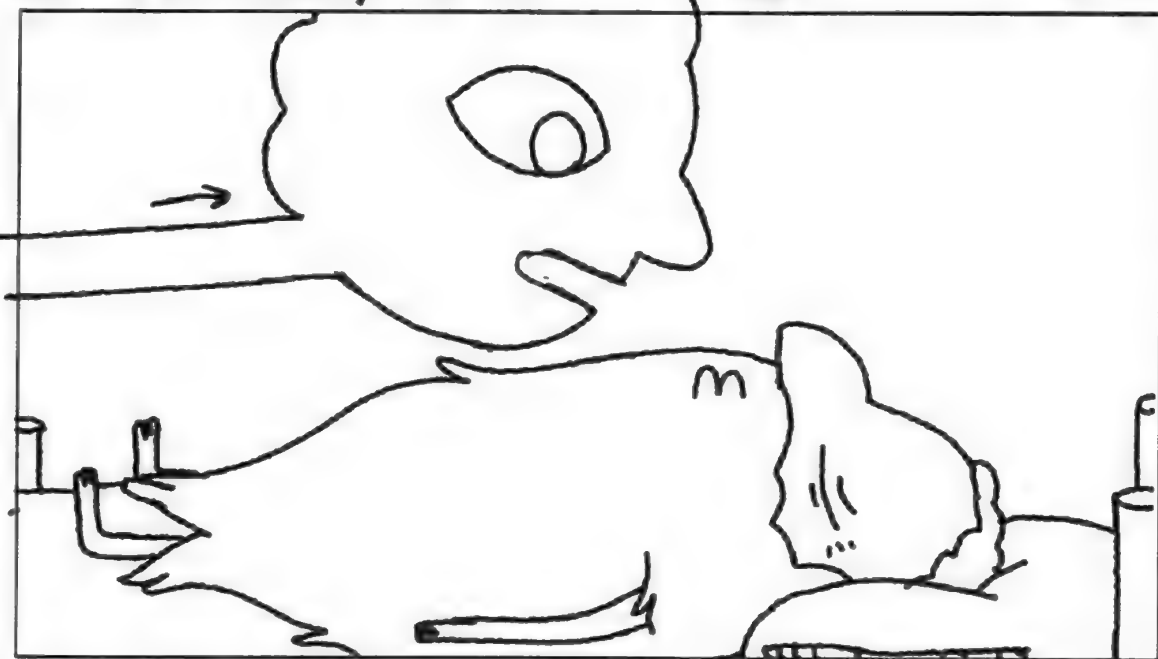
1025/166

# ADVENTURE TIME

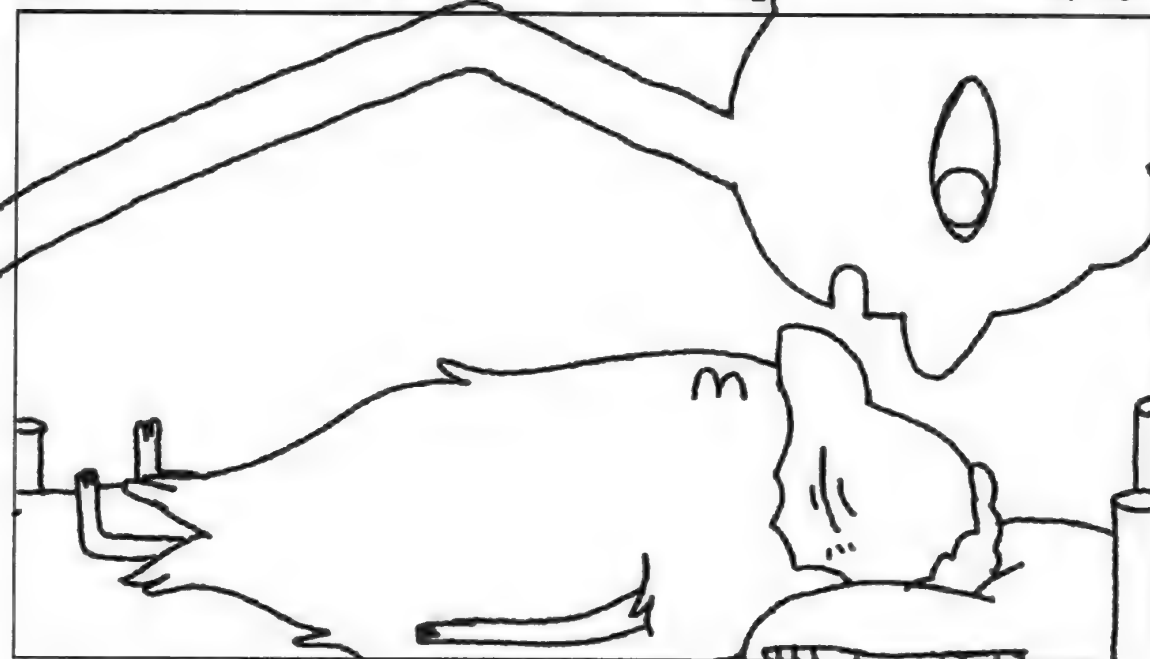


Page 152

Sc. 125 CONT Pnl. B Bg. day night



Sc. 125 CONT Pnl. C Bg. day night



Dialog:

P/MAN, I'VE GOTTEN A LOT  
HAIRIER...

P/... BUT ALSO BALDER?

Action:

NOV 04 2011

Timing:

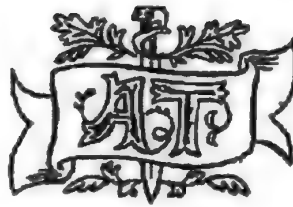
EPISODE # 1025-166

Production :

1025/166

1025/166

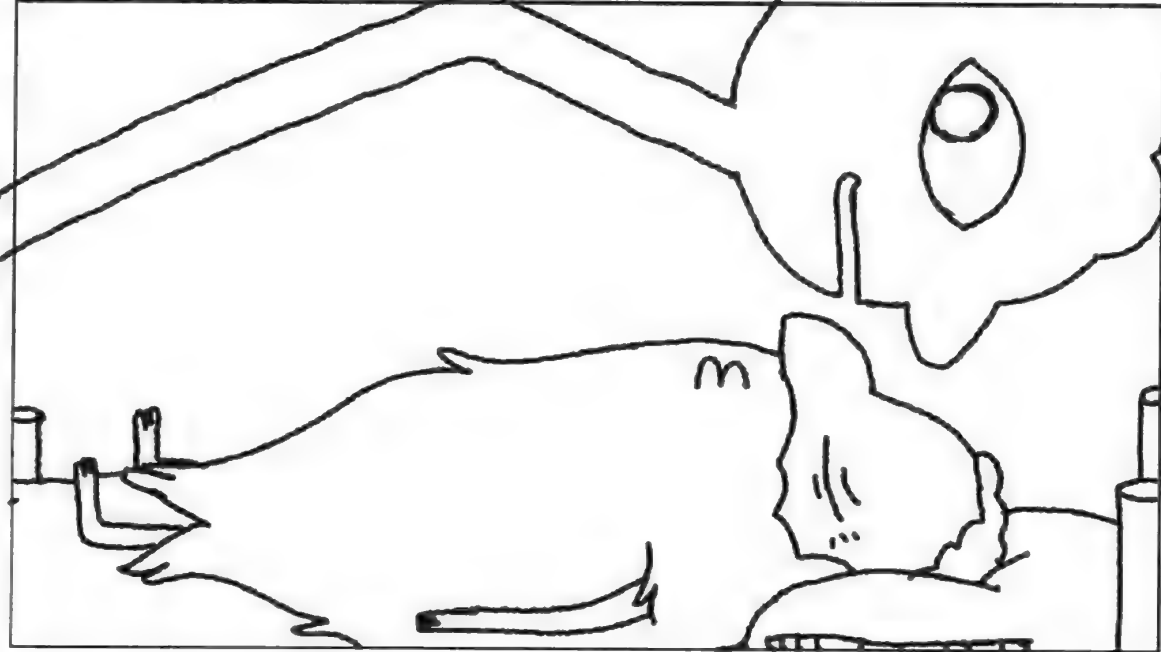
# ADVENTURE TIME



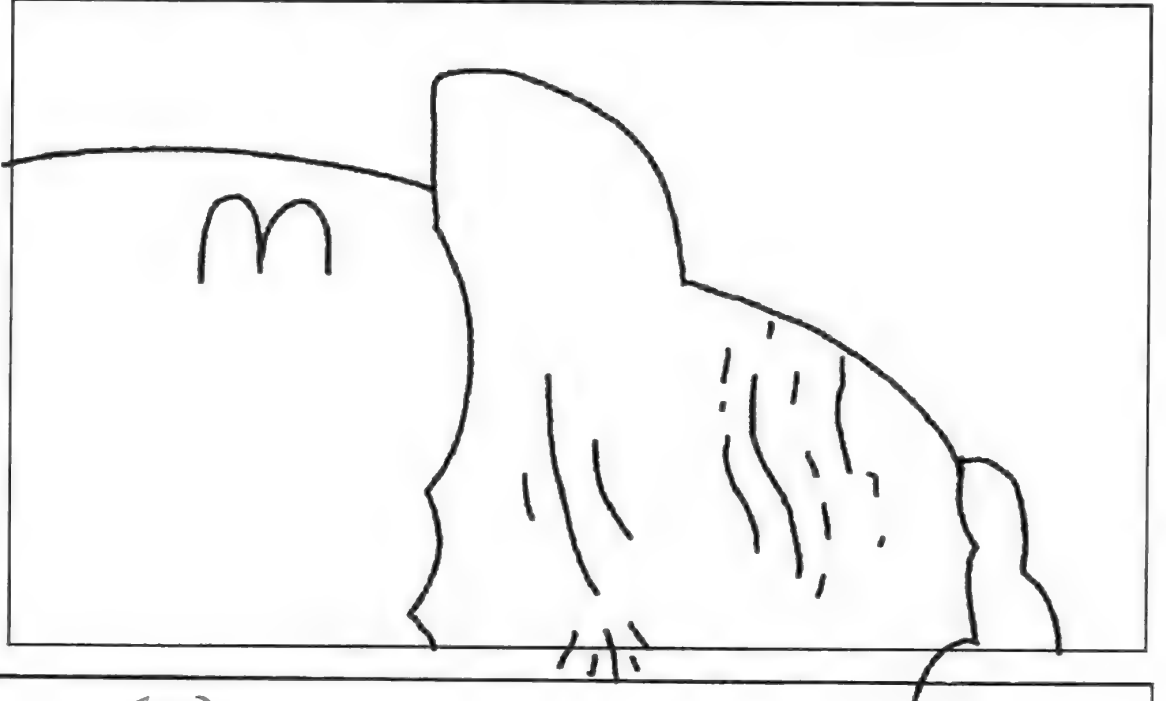
Ho  
Cut

Page 153

Sc. 125 CONT Pnl. D Bg. day night



Sc. 125A Pnl. A Bg. day night



Dialog:	
P: TELL ME HOW <u>THAT</u> MAKES ANY SENSE...	(VO) P/ I look like a big ol' hairy raisin.
Action:	
Timing:	

NOV 04 2011

1025-166

EPISODE #

1025/166

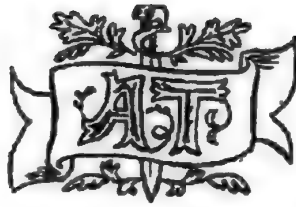
Production :

1025/166

1025/166

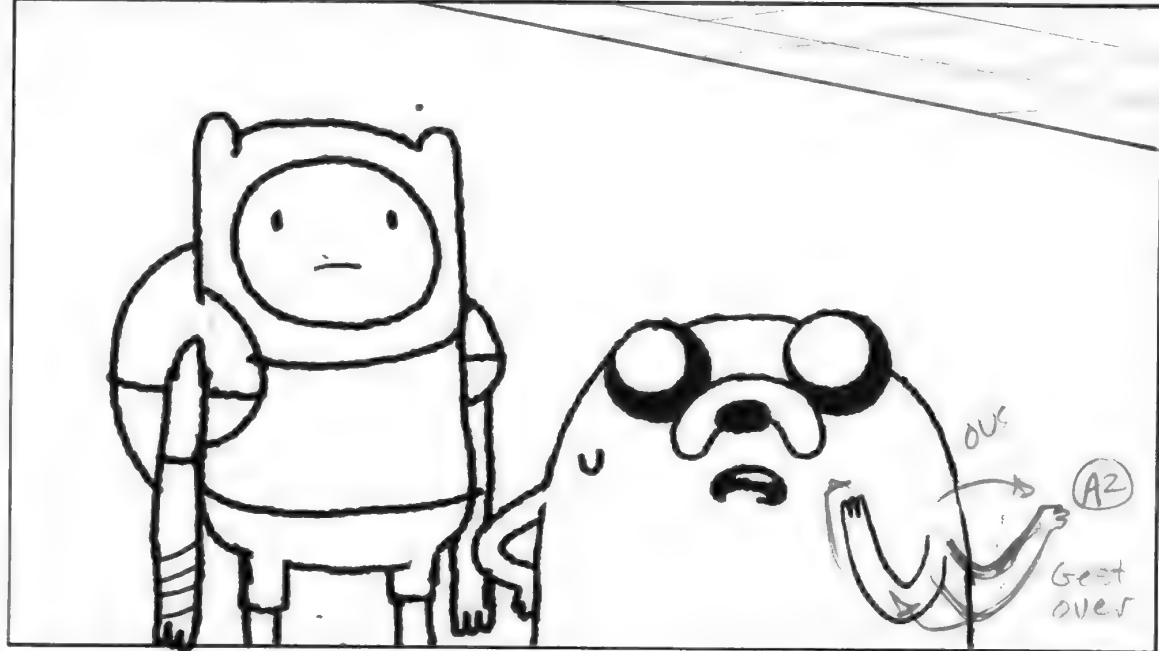
Cut

# ADVENTURE TIME



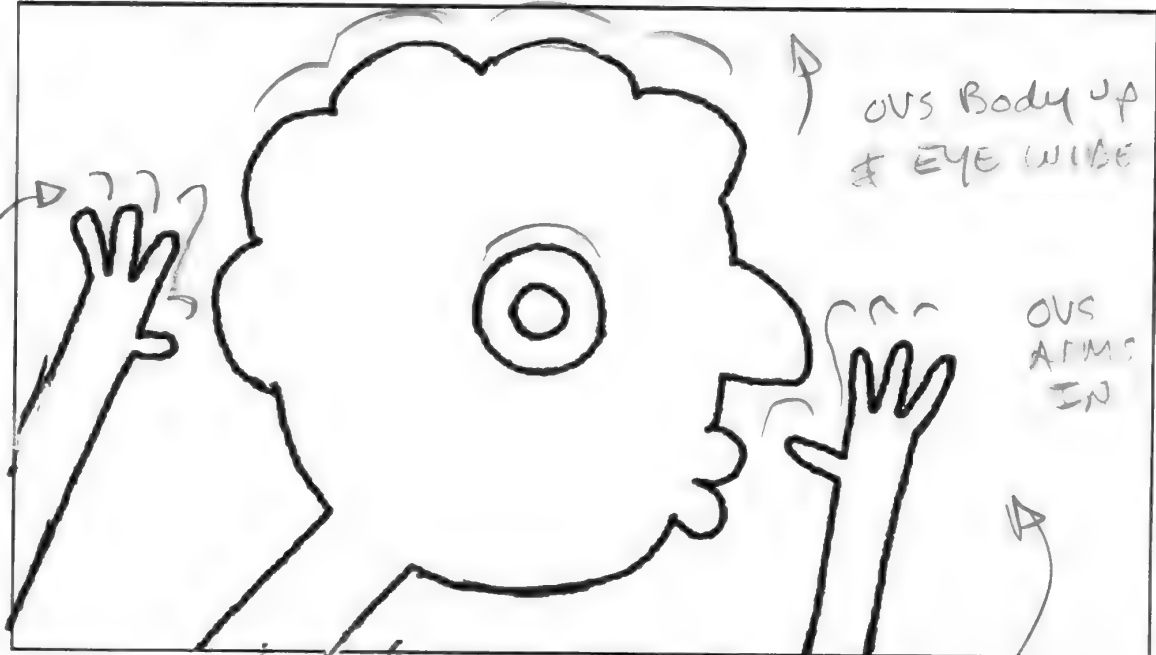
Cut

Sc. 126 Pnl. A Bg. day night



Sc. 127 Pnl. A Bg. day night

Page 154  
164A NEXT

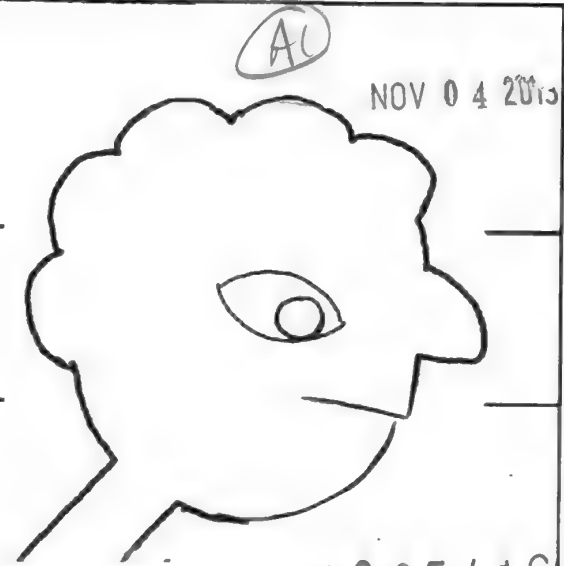


Dialog:  
J/ SO WAIT, WHAT HAPPENS TO  
YOU WHEN WE WAKE HIM UP?

P/ ÷ POOF ÷

Action:

Timing:



NOV 04 2011

1025/166

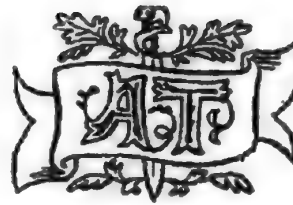
1025-166

EPISODE #

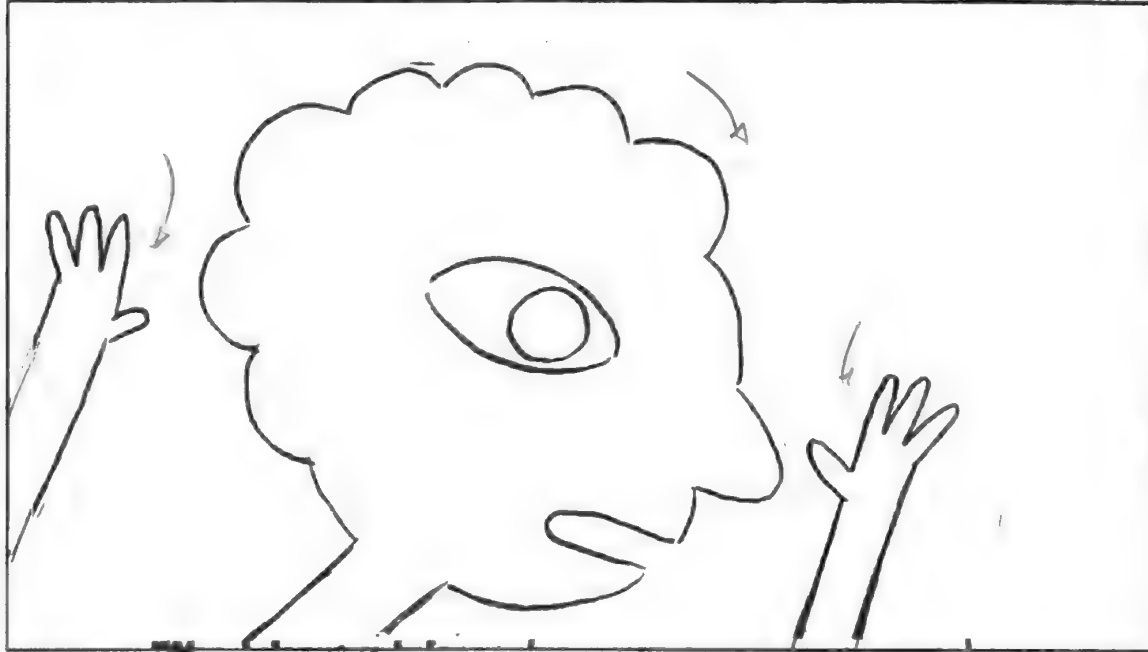
1025/166

Production :

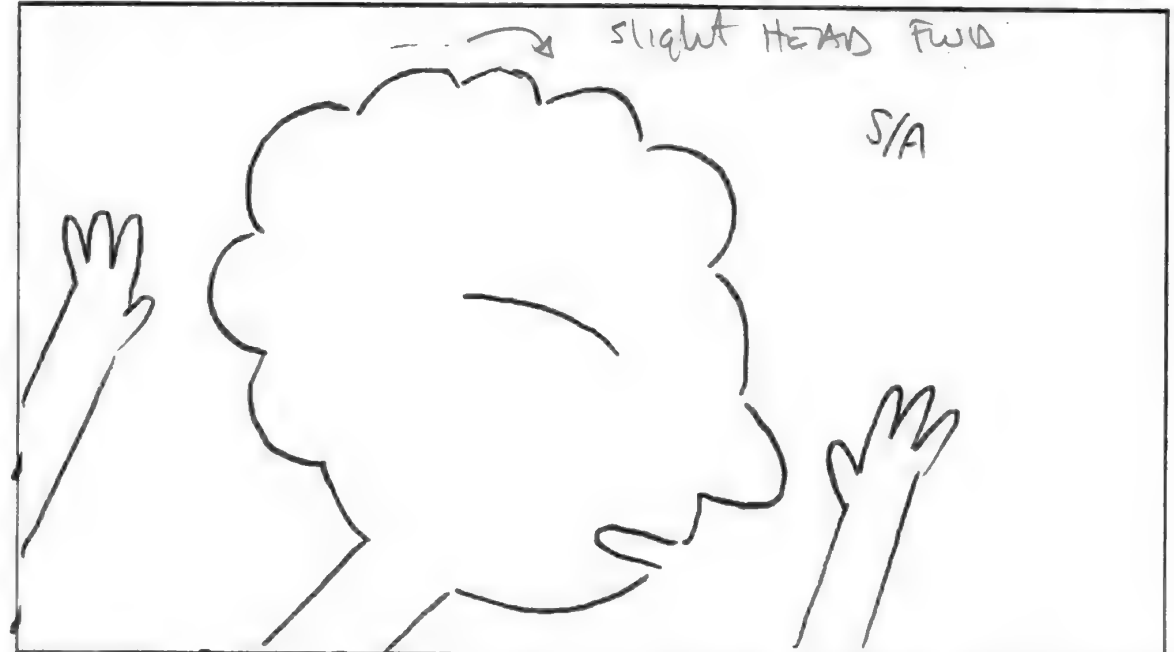
# ADVENTURE TIME



Sc. 127 cont Pnl. B Bg. day night



Sc. 127 cont Pnl. C Bg. day night



Page 154A  
155 NEXT

Dialog:

P: I'M A GONER.

Action:

Timing:

Prismo: thus ENDS  
MIGHTY PRISMO...

NOV 04 2013

EPISODE # 1025-166

1025/166

Production :

1025/166

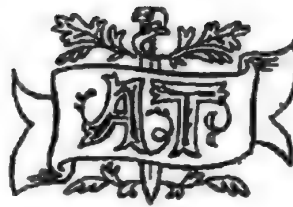


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1025/166

Cut

# ADVENTURE TIME



Ho Cut

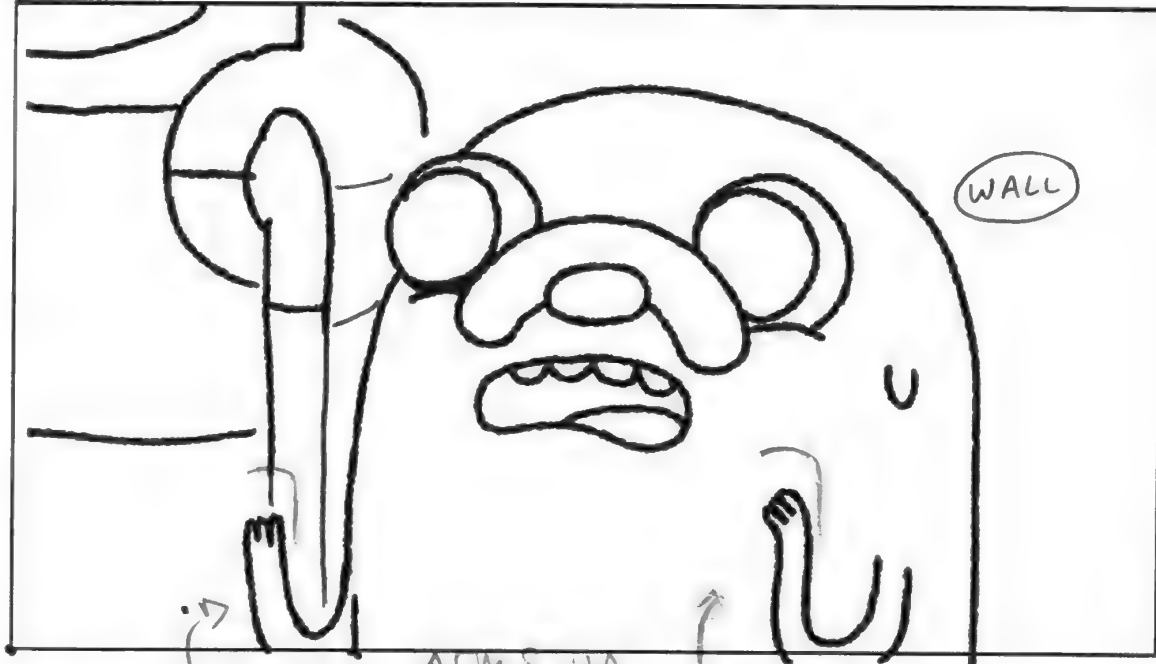
Page 155

Sc. 128

Pnl. A

Bg.

day night

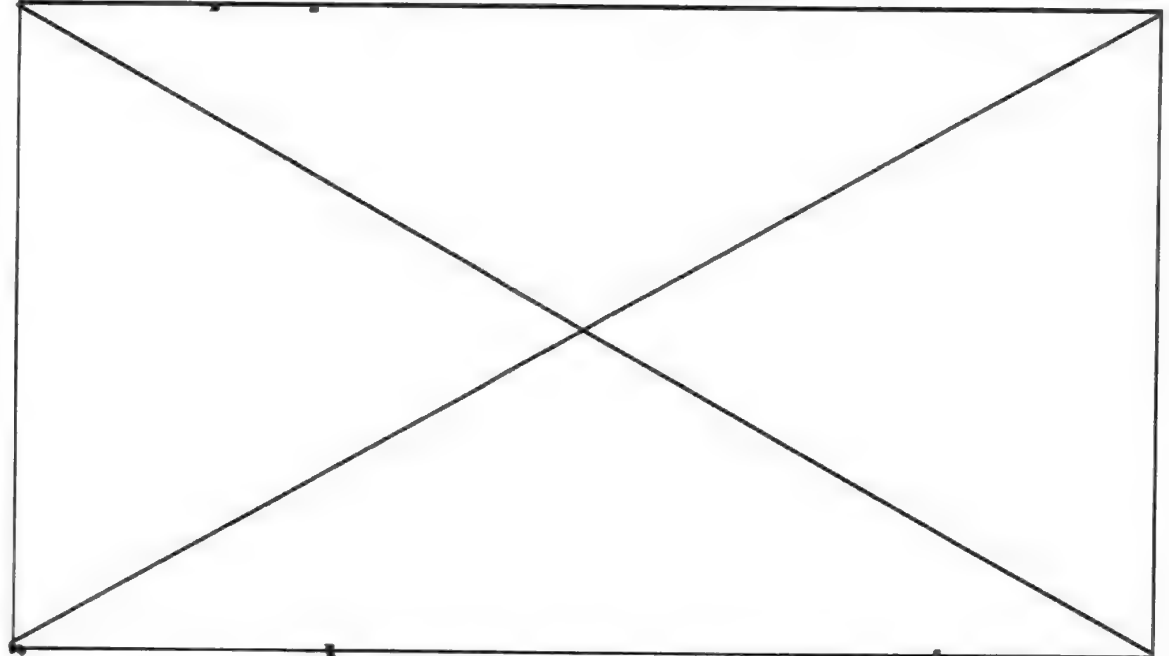


Sc.

Pnl.

Bg.

day night



Dialog:

J/ PRISMO!!!

Action:

Timing:



NOV 04 2013

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1025-166

EPISODE #

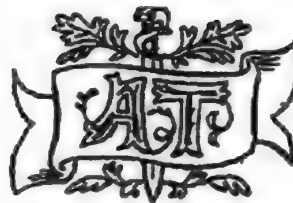
1025/166

Production :

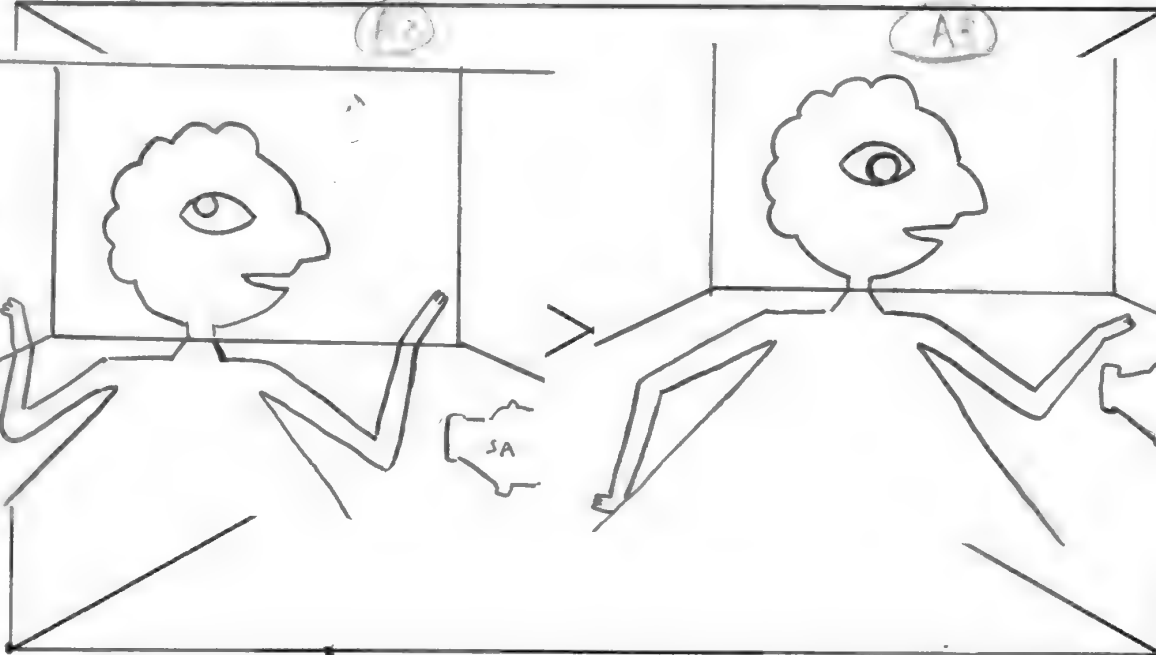
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991/9201

# ADVENTURE TIME



Sc. 129 Pnl. Bg. day night



Sc. 129 Pnl. A Bg. day night



Dialog:

Action:

Timing:

P/ K ILUNG A WISHMASTER IS A COSMIC CRIME.

ONCE I'M DEAD THE GUARDIAN WILL SHOW UP AND TAKE YOU TO THE CITADEL

NOV 04 2011

Hu 129

1025-166

EPISODE #

1025/166

Production :

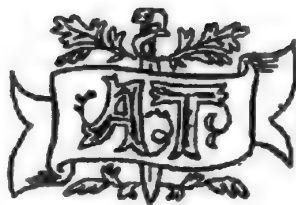
1025/166

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1025/166

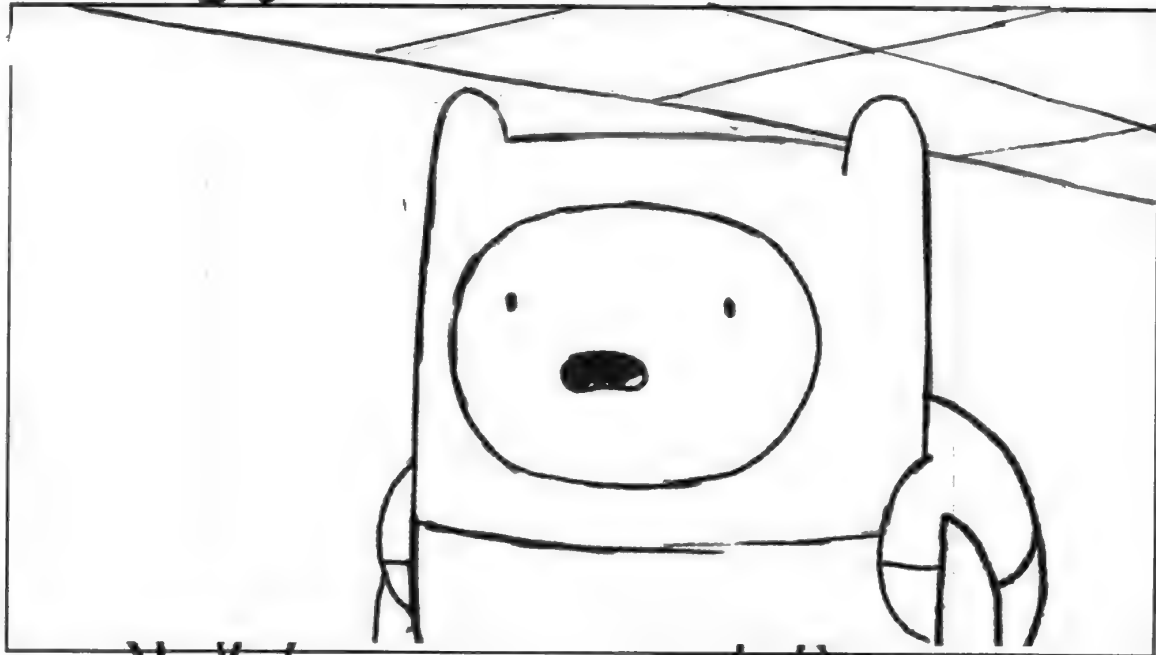
170  
cut

# ADVENTURE TIME



cut

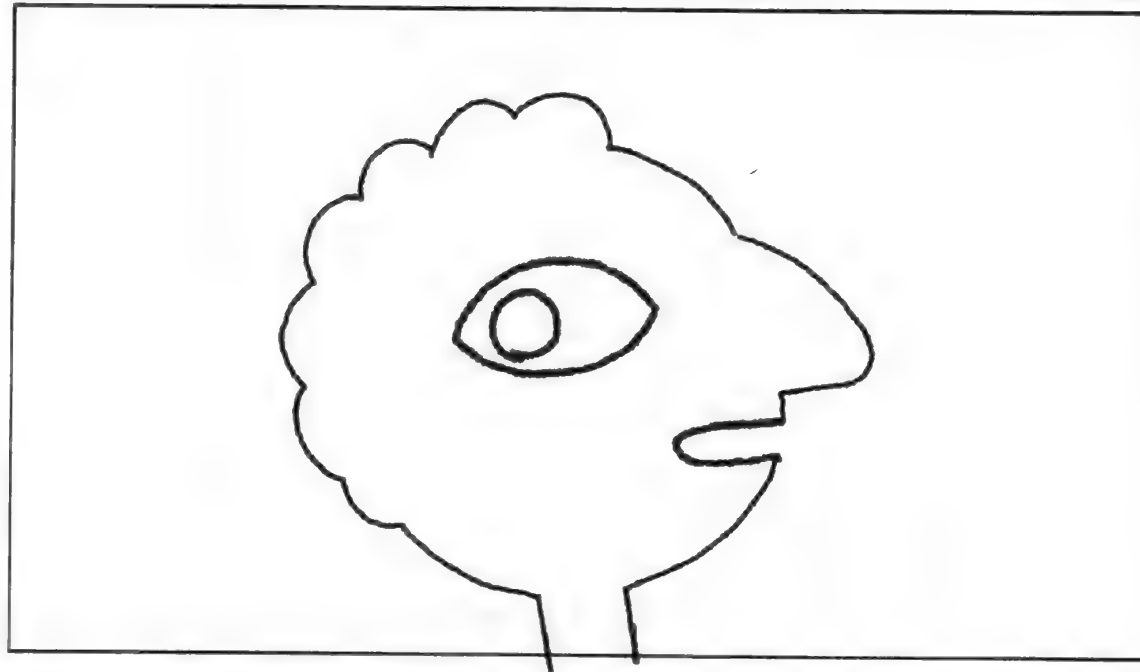
Sc. 130 Pnl. A Bg. day night



Sc. 131 Pnl. A Bg. day night

Page 157

cut



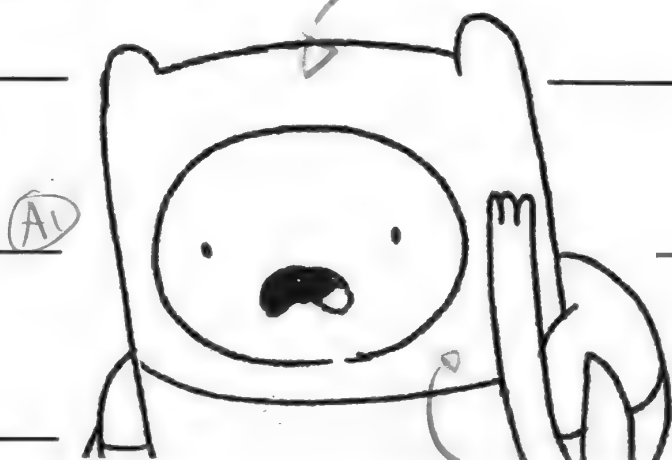
Dialog:

F/ I DON'T THINK SEEING MY DAD  
IS WORTH SACRIFICING YOUR LIFE

P/ Ah Don't worry, as soon as my corporeal  
body falls asleep again in a thousand  
year I'll be back

Action:

Timing:



NOV 04 2013

AS

1025-166

EPISODE #

1025/166

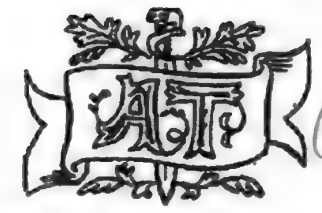
Production :

1025/166

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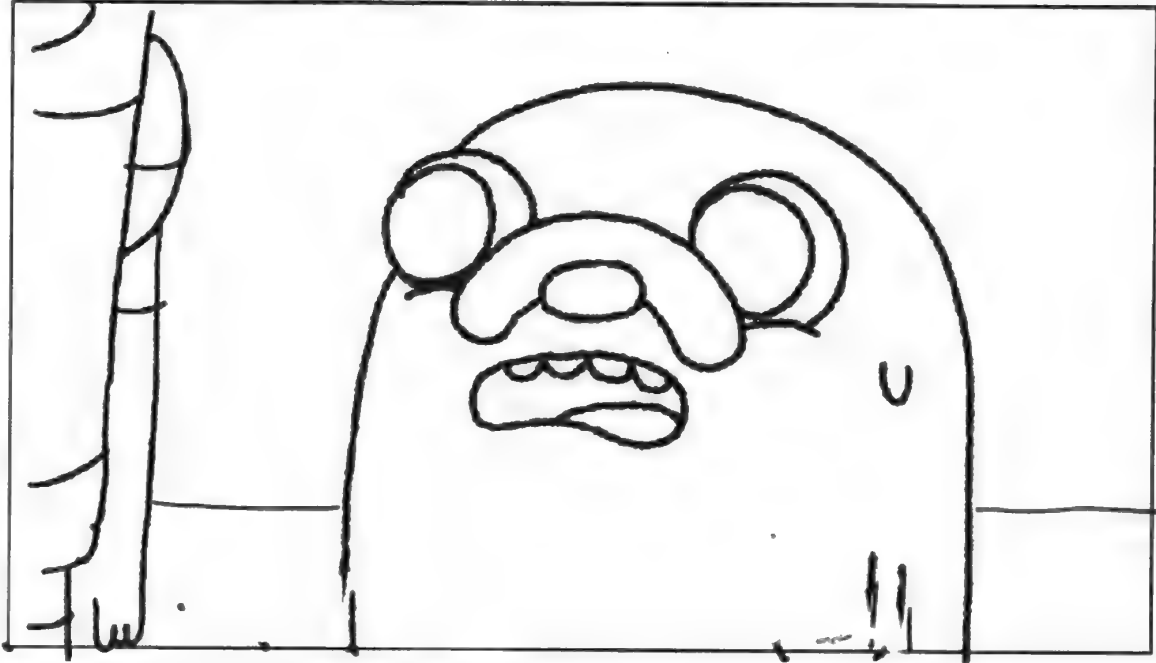
Cut

# ADVENTURE TIME

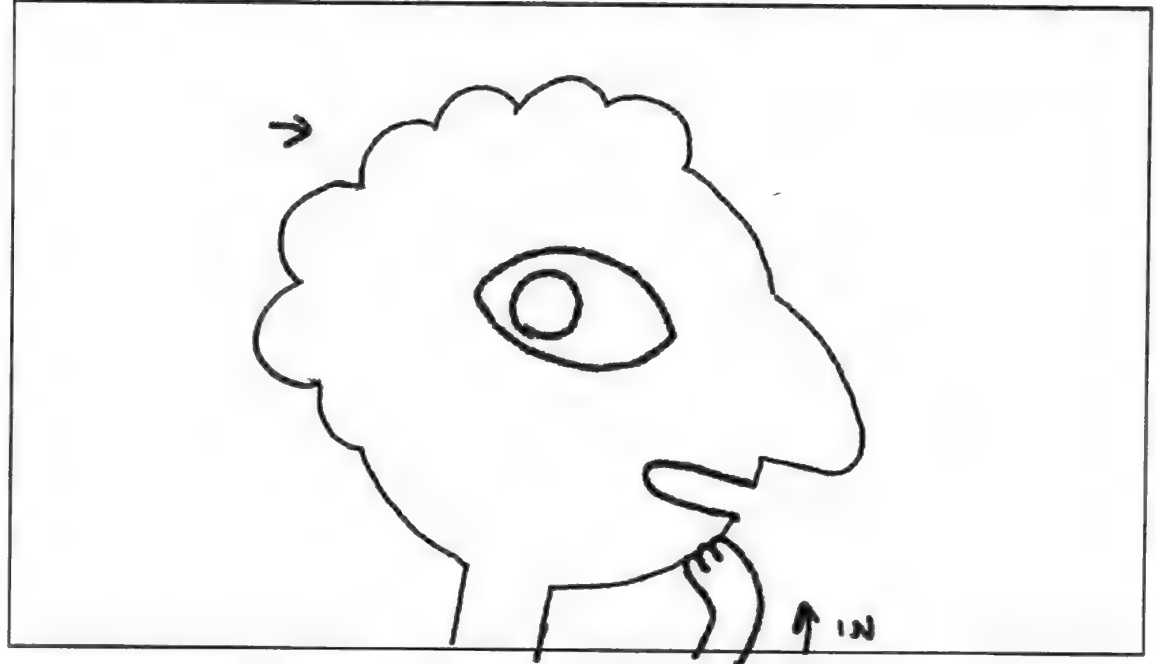


Cut

Sc. 132 Pnl. A Bg. day night



Sc. 133 Pnl. A Bg. day night



Cut

Dialog:

I: YOU SURE ABOUT THIS

P/ HOLD ON, LET ME TAKE ONE LAST LOOK AROUND.

Action:

Timing:

NOV 04 2013

A1 A2 A3

1025-166

EPISODE #

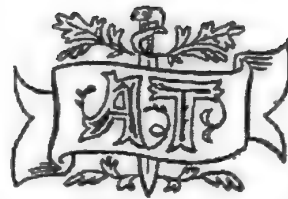
1025/166

Production :

1025/166

W

# ADVENTURE TIME



Cut

Page 159

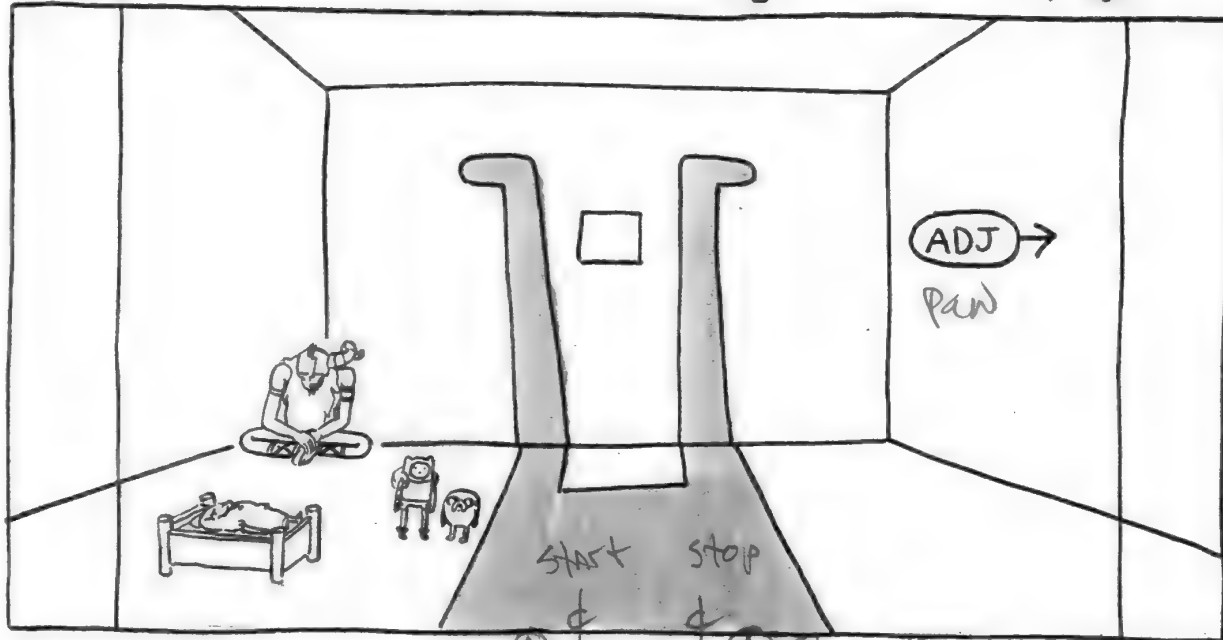
day night

Sc. 134

Pnl. A

Bg.

day night



Dialog:

P: HUH... I THOUGHT I'D OWN MORE STUFF BY NOW.

Action:

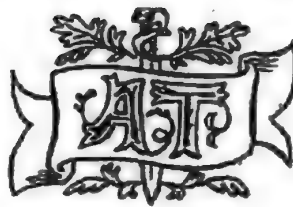
Timing:

NOV 04 2013

Production :

Cut

# ADVENTURE TIME



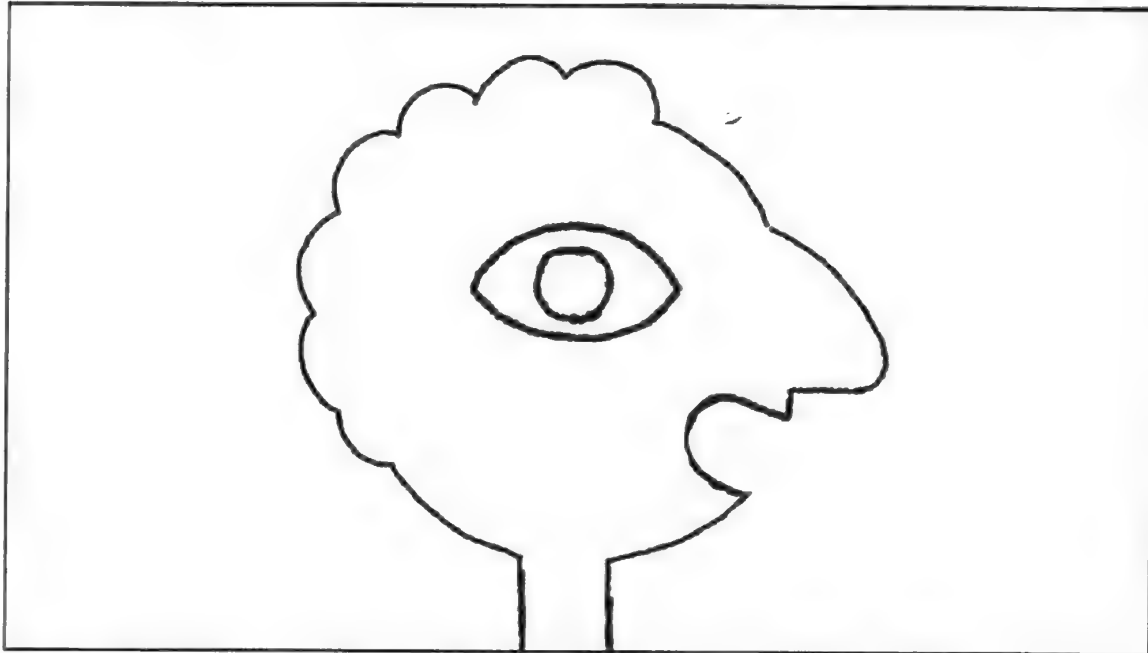
Cut

Sc. 135

Pnl. A

Bg.

day night

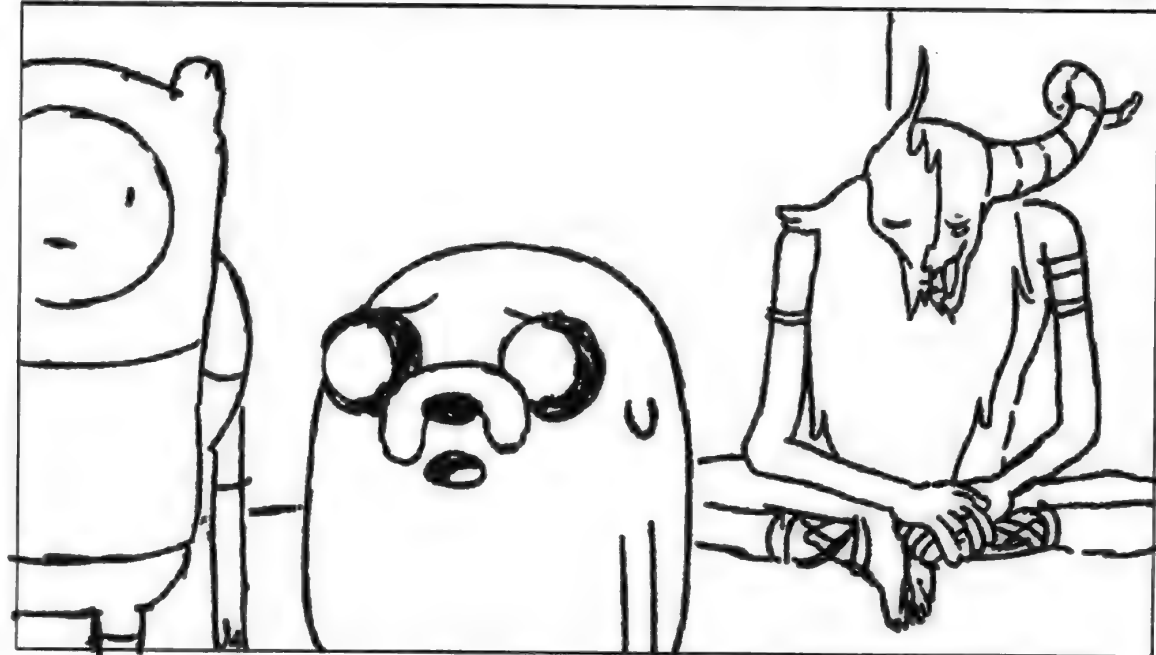


Sc. 136

Pnl. A

Bg.

Page 160  
day night



Cut

1025-166

EPISODE #

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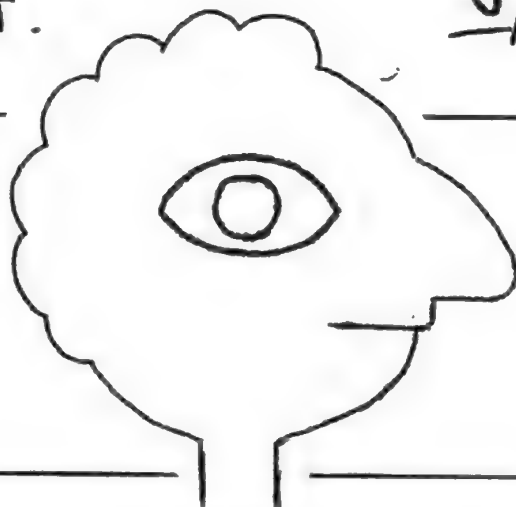
Dialog:

P/ OK, Let's Do it.

J/ STILL FEELS LIKE A BAD IDEA, MAN.

Action:

AC



AC

NOV 04 2013

Timing:

Production :

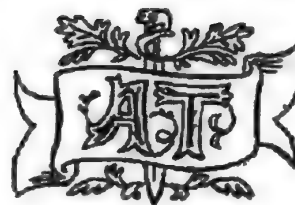
1025/166

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1025/166

Cut

# ADVENTURE TIME



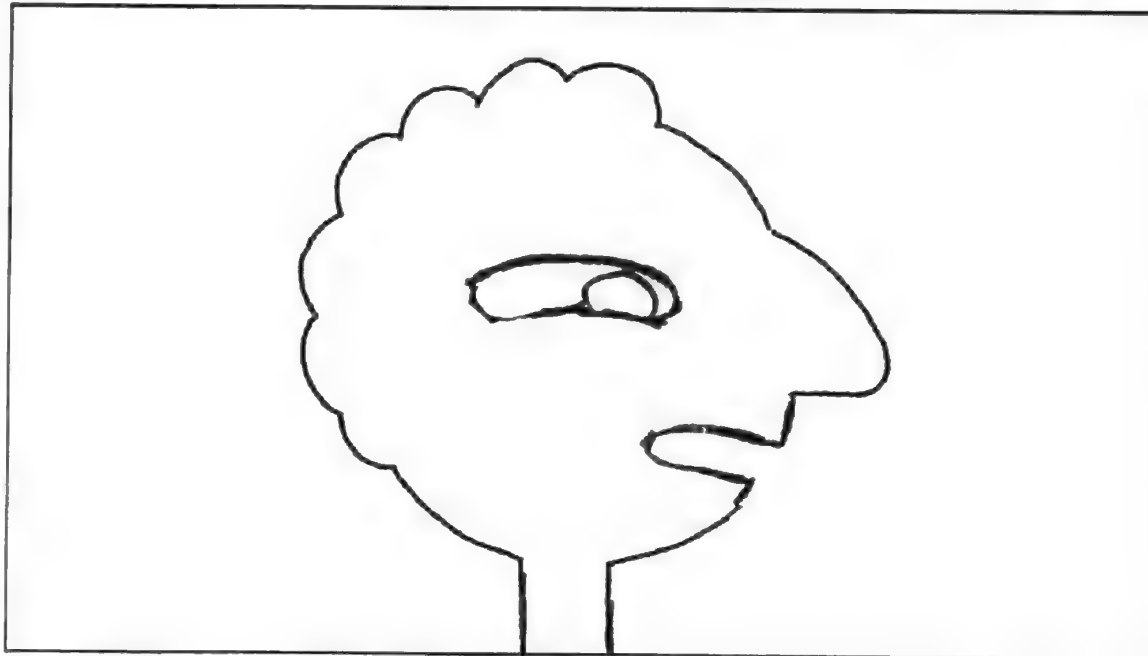
Cut

Sc. 137

Pnl. A

Bg.

day night

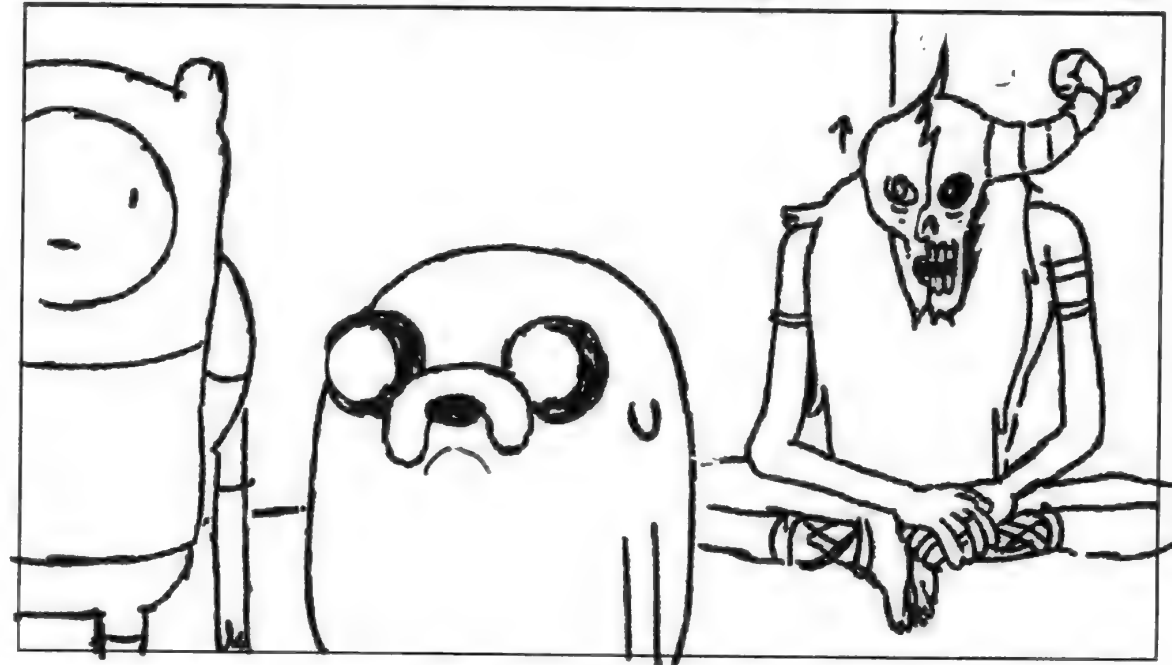


Sc. 138

Pnl. A

Bg.

Page 161  
day night



He Cut

1025-166

EPISODE #  
1025/166

Dialog:

P/WHAT COULD GO WRONG?

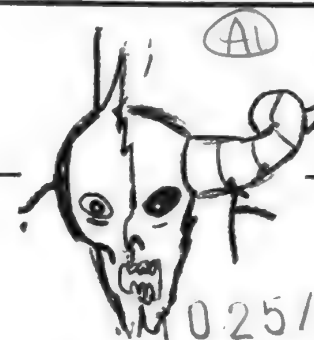
NOV 04 2013

Action:

ACT

Lich slowly looks up.

Timing:



1025/166

Production :



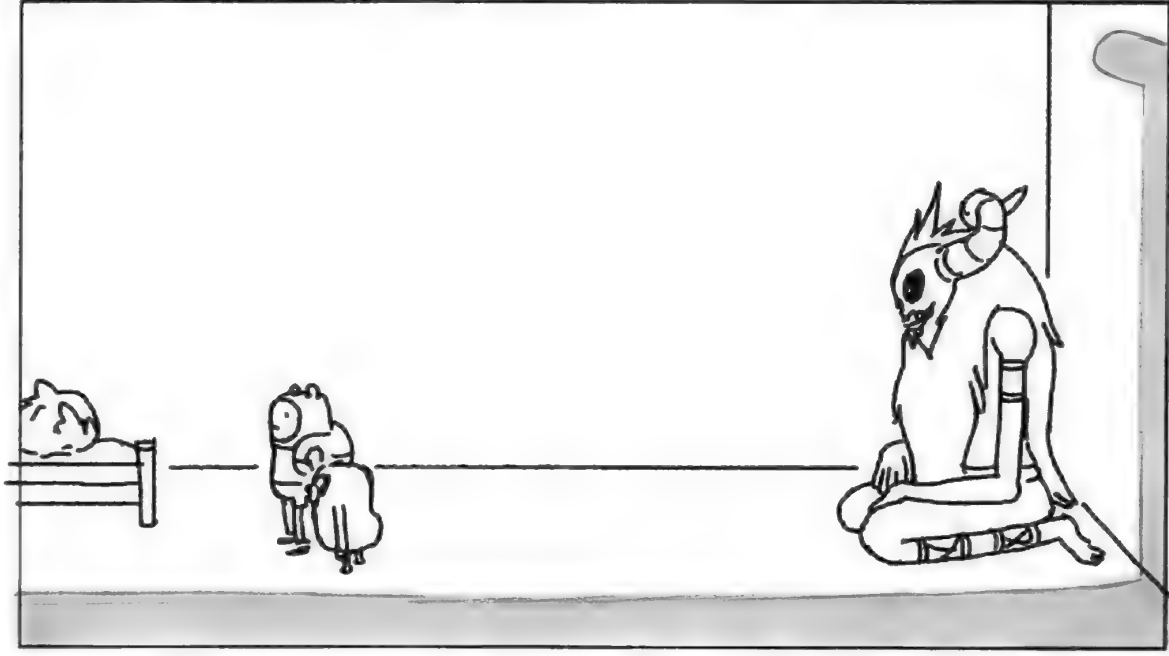
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HW  
CW

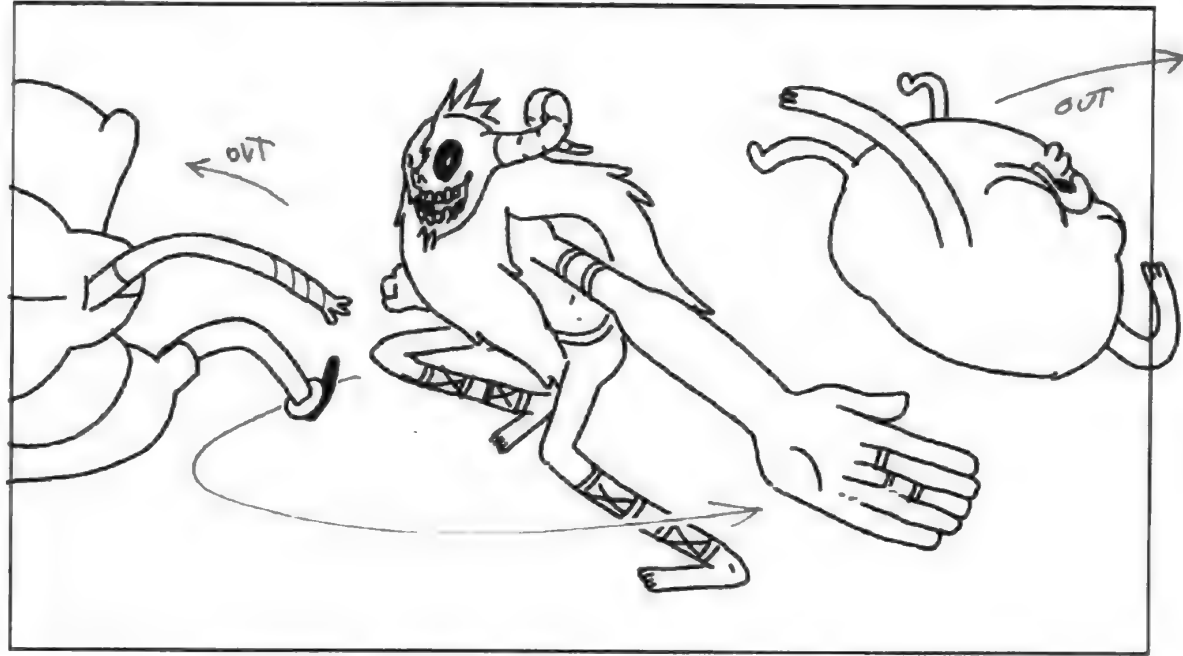
# ADVENTURE TIME



Sc. 139 Pnl. A Bg. day night



Sc. 139 CONT Pnl. B Bg. day night

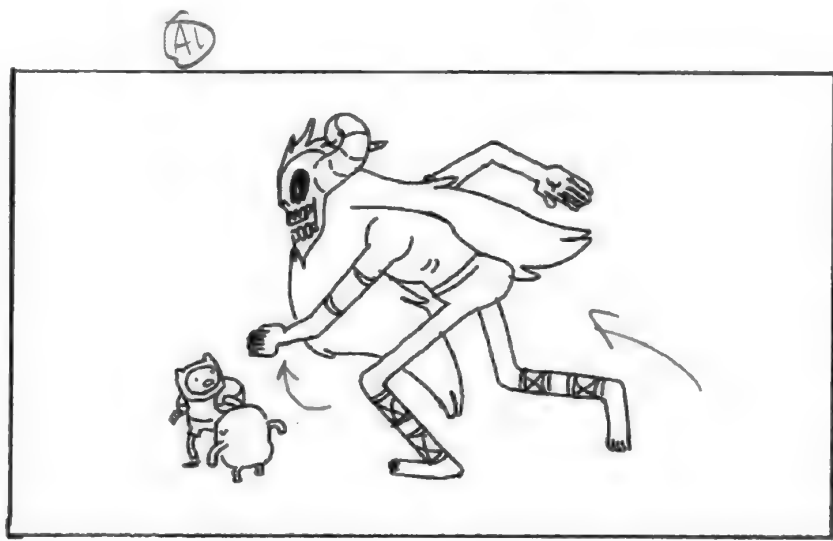


Page 162  
162A NEXT

Dialog:

Action: the lich starts running

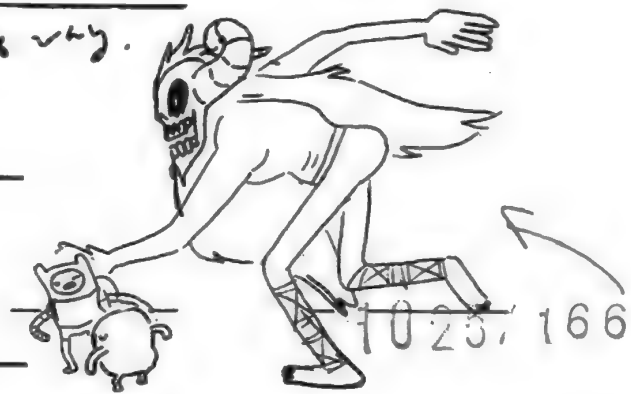
Timing:



F+J : [IMPACT]

NOV 04 2013  
(BL)

SLAPS F&J out of the way.



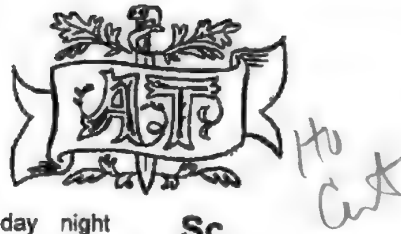
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EPISODE #

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1025/166

# ADVENTURE TIME



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163 NEXT

Sc. 139 *CONT*

Pnl. C

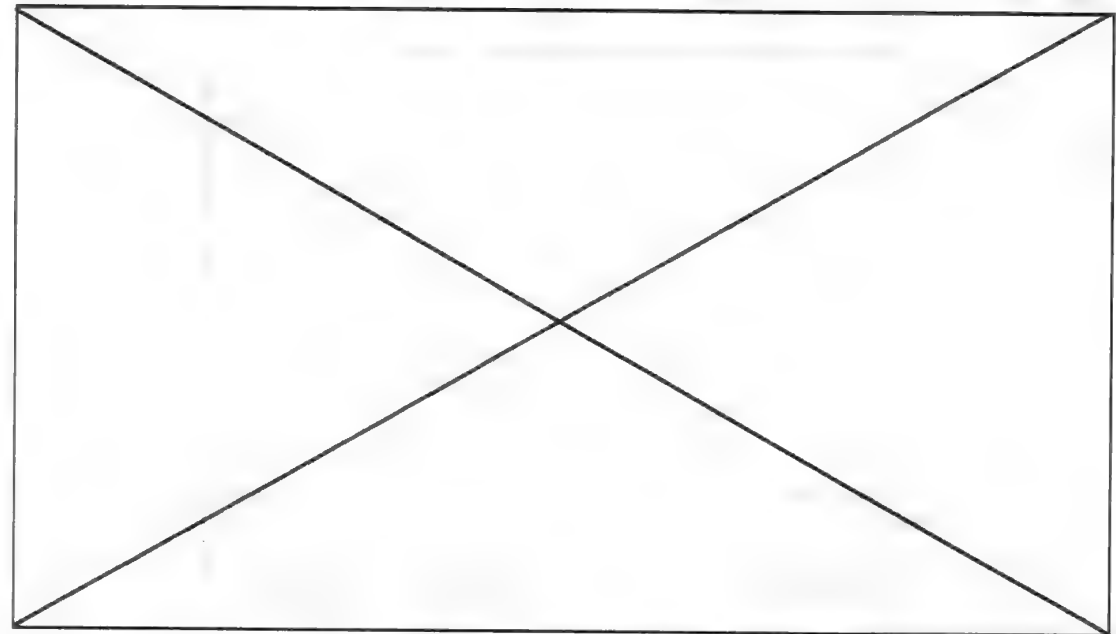
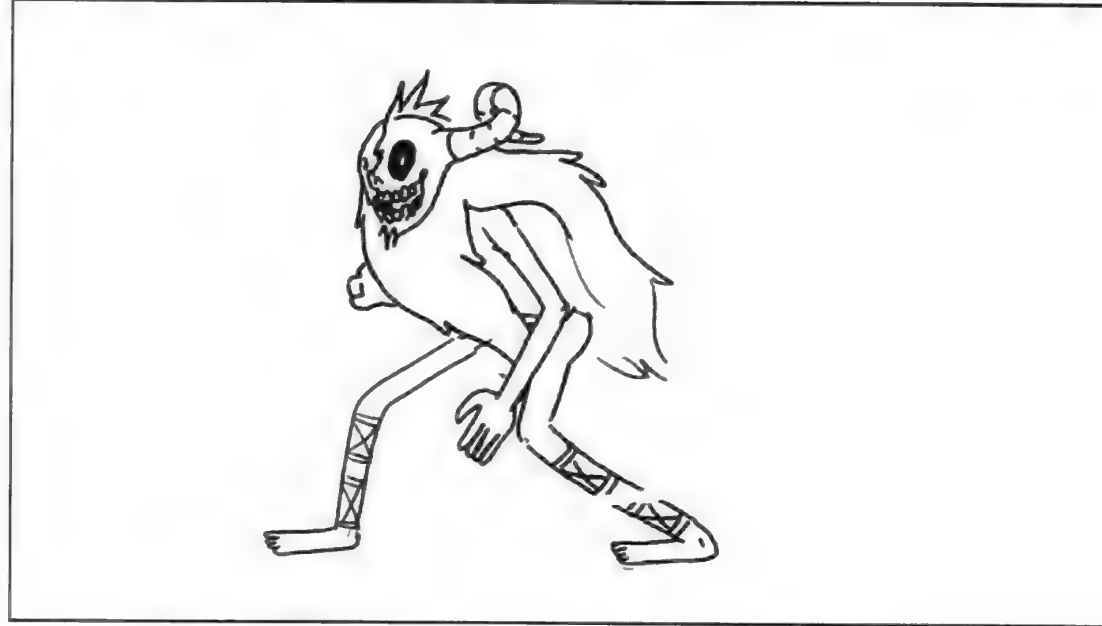
Bg.

day night

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

NOV 04 2013

EPISODE # 1025-166

Production :

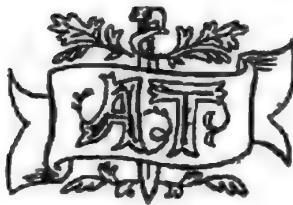
1025/166

1025/166

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HO  
CUT

# ADVENTURE TIME

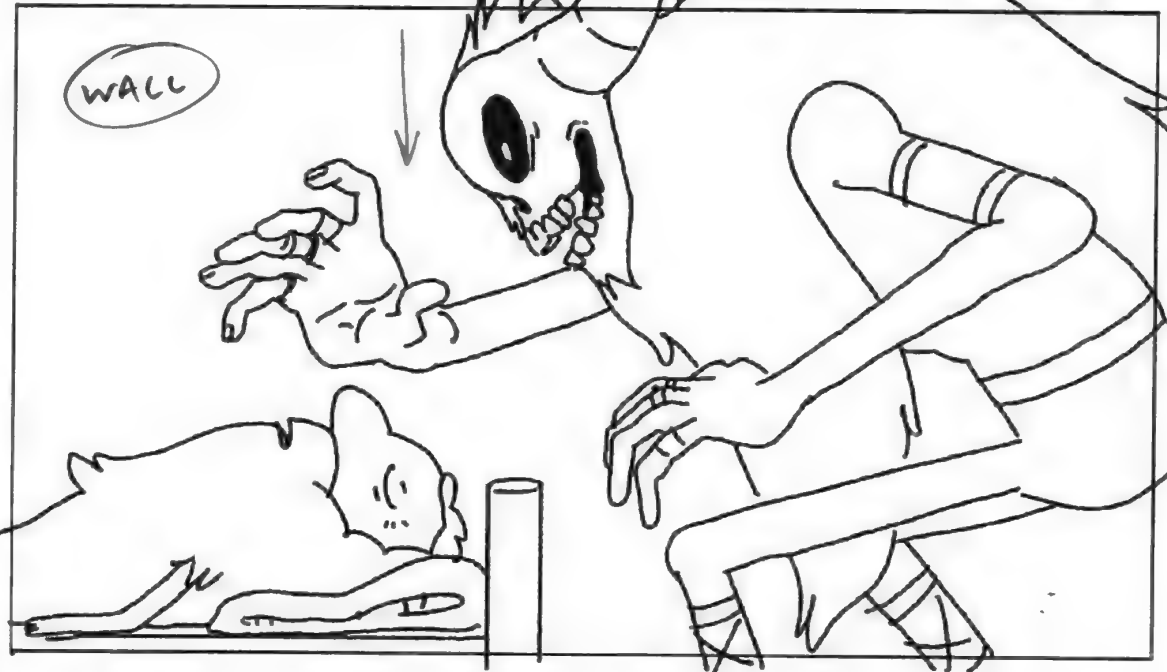


Sc. 140

A  
Pnl.

Bg.

day night

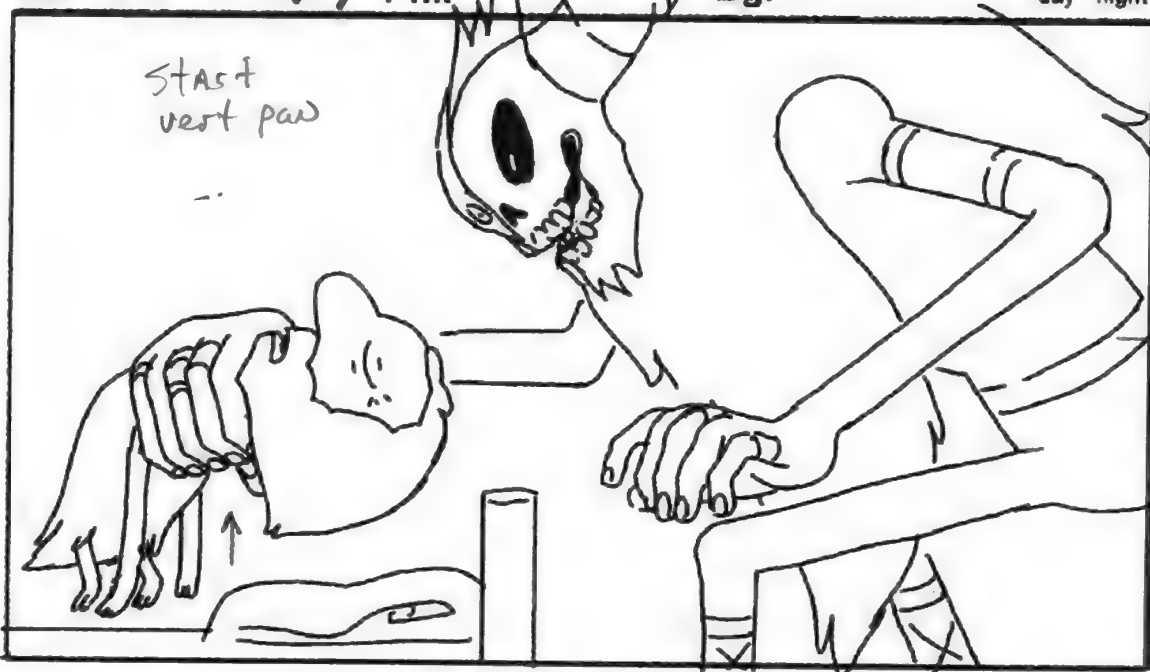


Sc. 140 ~~CONT~~

Pnl.

Bg.

day night

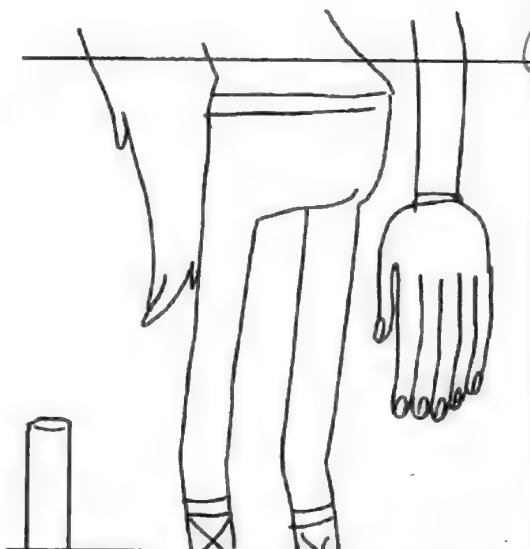


Dialog:

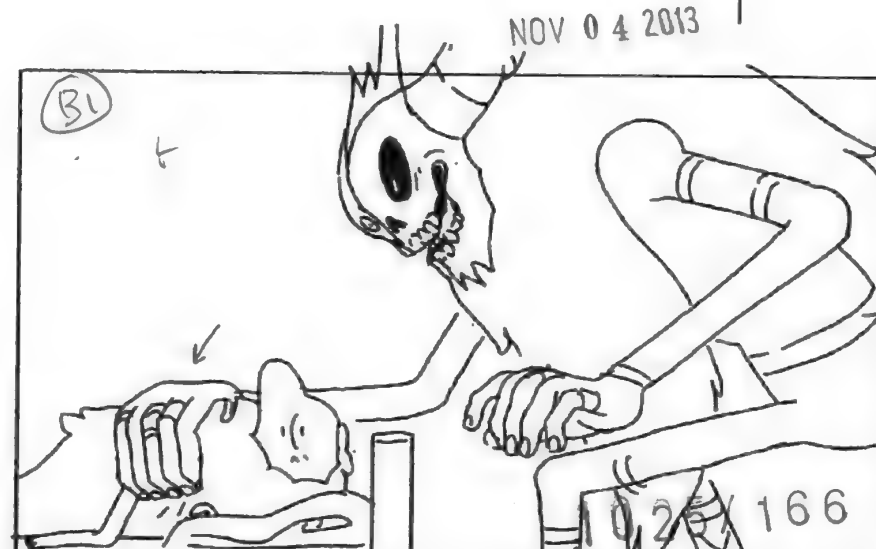
Action:

LICH WALKS IN AND  
STANDS BY THE BED

Timing:



LICH LIFTS  
OLD PRISMO.

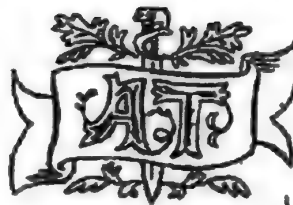


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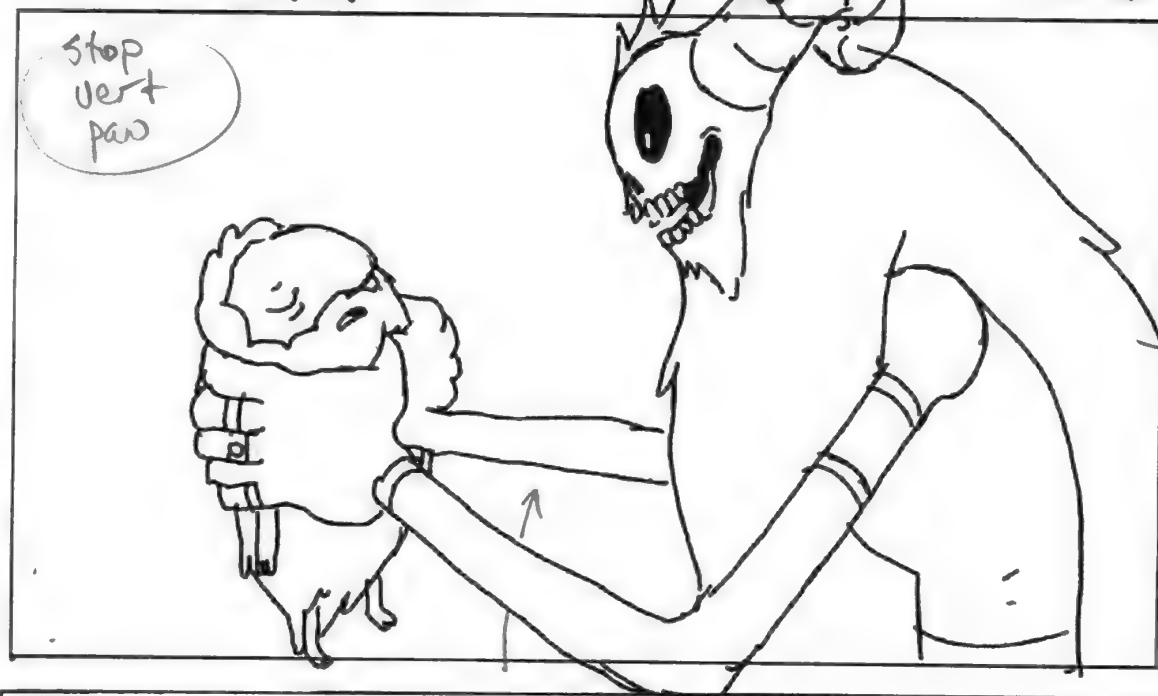
Page 163

# ADVENTURE TIME



Sc. 140 cont Pnl. C

day night

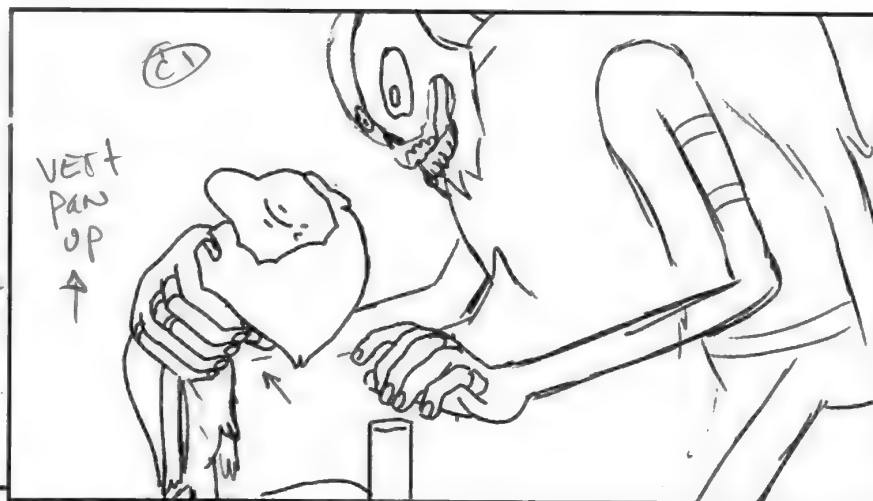
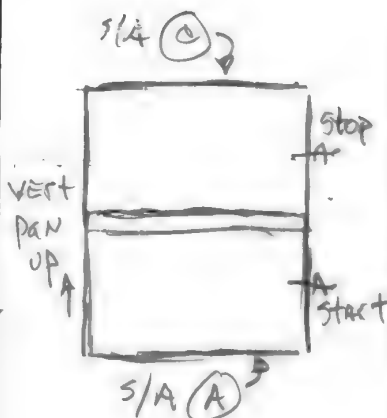


Sc. 140 cont Pnl. D

Bg.



Dialog:



LICH : WAKE UP.

NOV 04 2013

starts violently striking old PRISMO

Production :

1025-166

EPISODE #

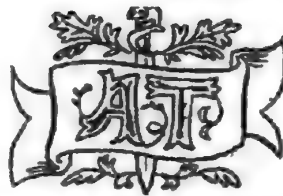
1025/166

Page 164  
164A NEXT  
day night

1025/166

Ho Cut

# ADVENTURE TIME



Page 164A

165 NEXT  
day night

Sc. 140A

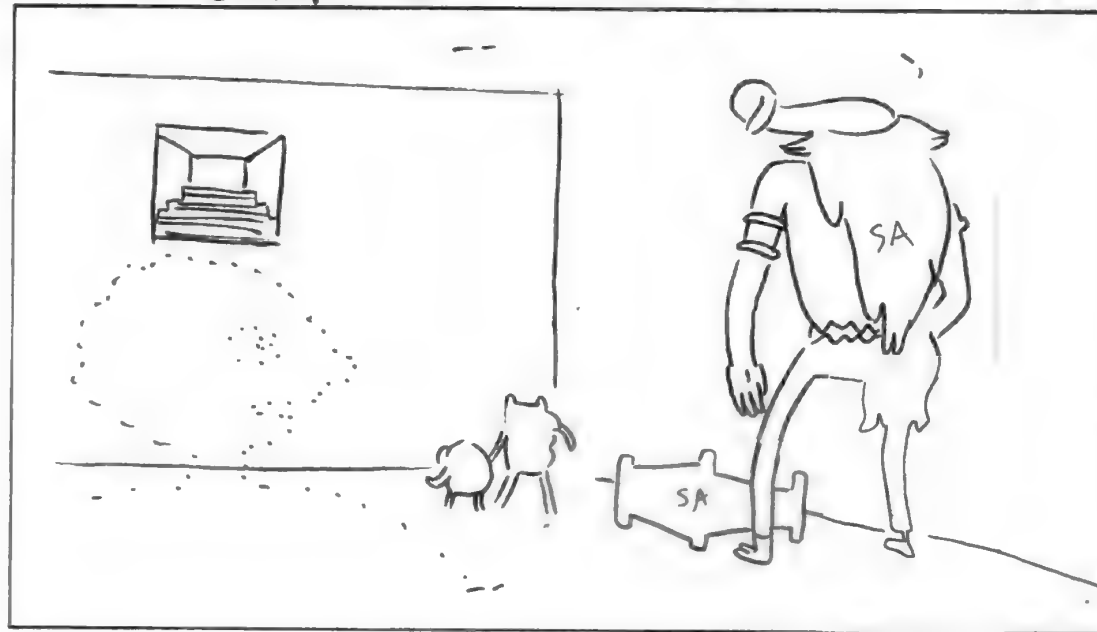
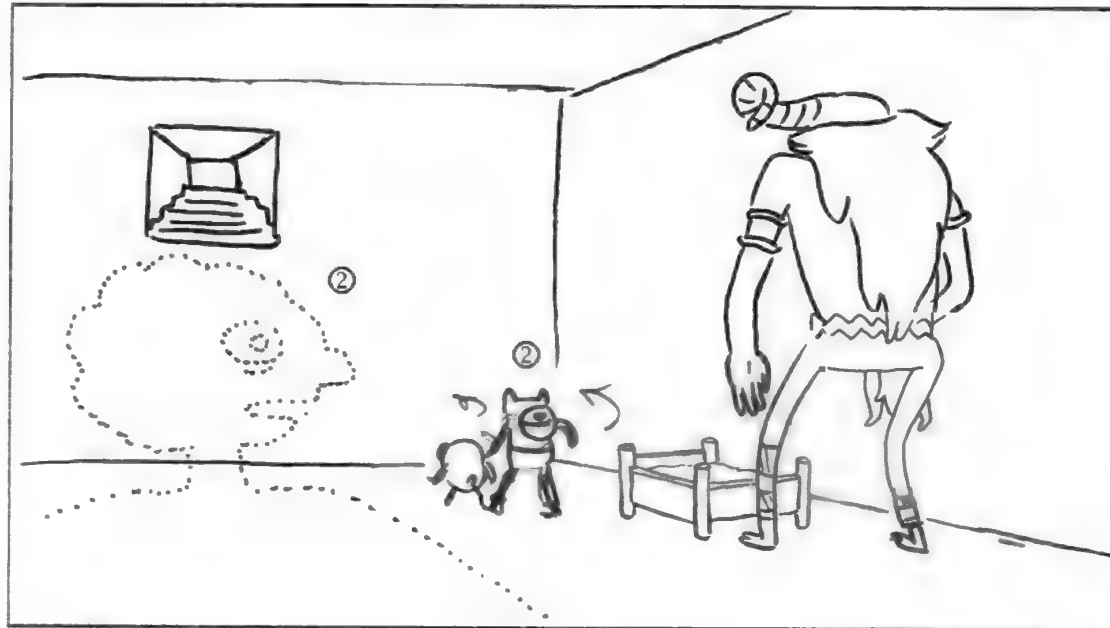
Pnl. A

Bg.

day night

Sc. 140A CONT Pnl. B

Bg.



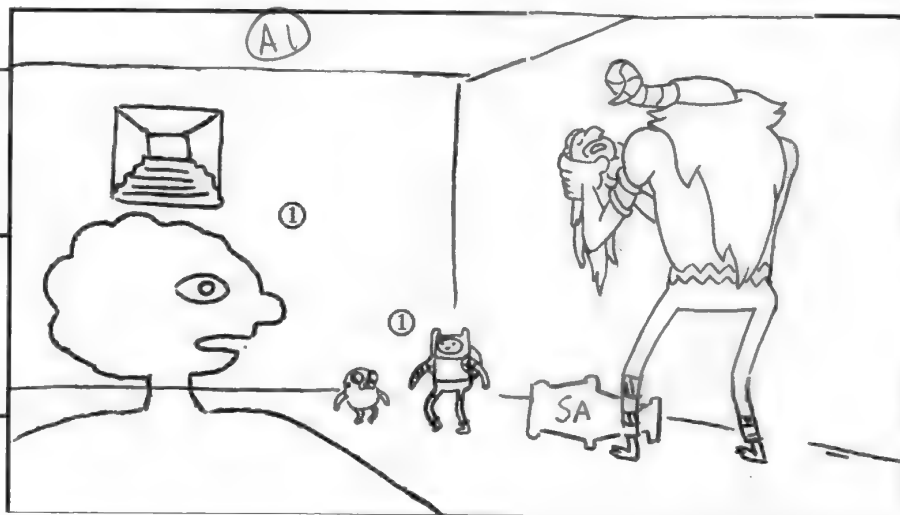
Dialog:

P: WHU-

Action:

- F + J TURN  
QUICKLY

Timing:



P: wait I'VE

(PRISMU FADES AWAY) ~~~~>

NOV 04 2013

Production :

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1025/166

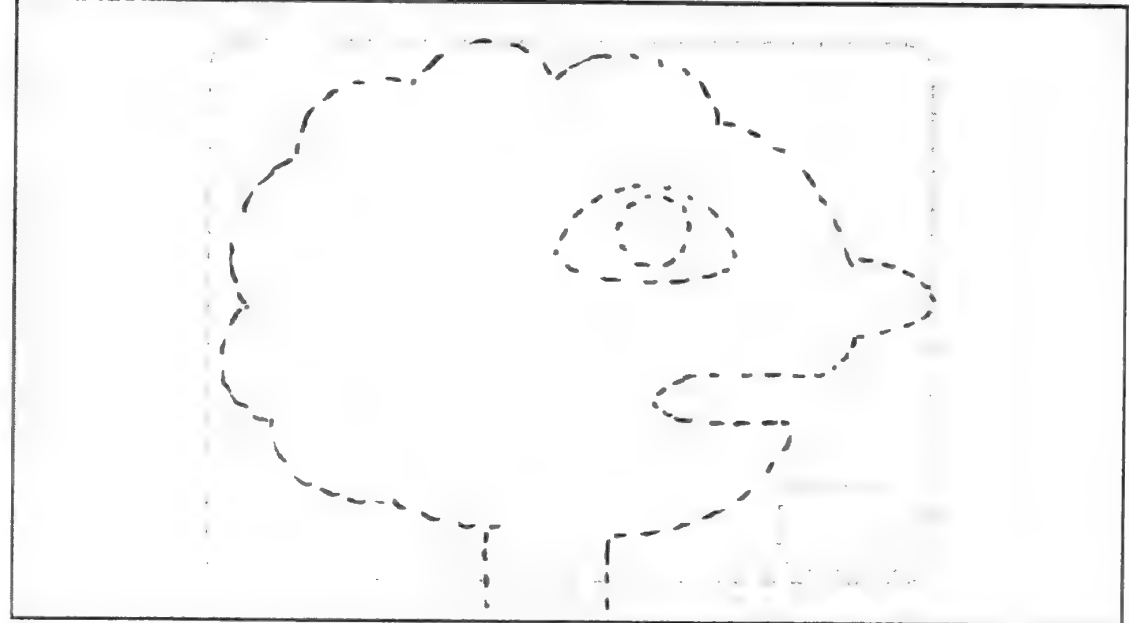
HO  
Cut

# ADVENTURE TIME

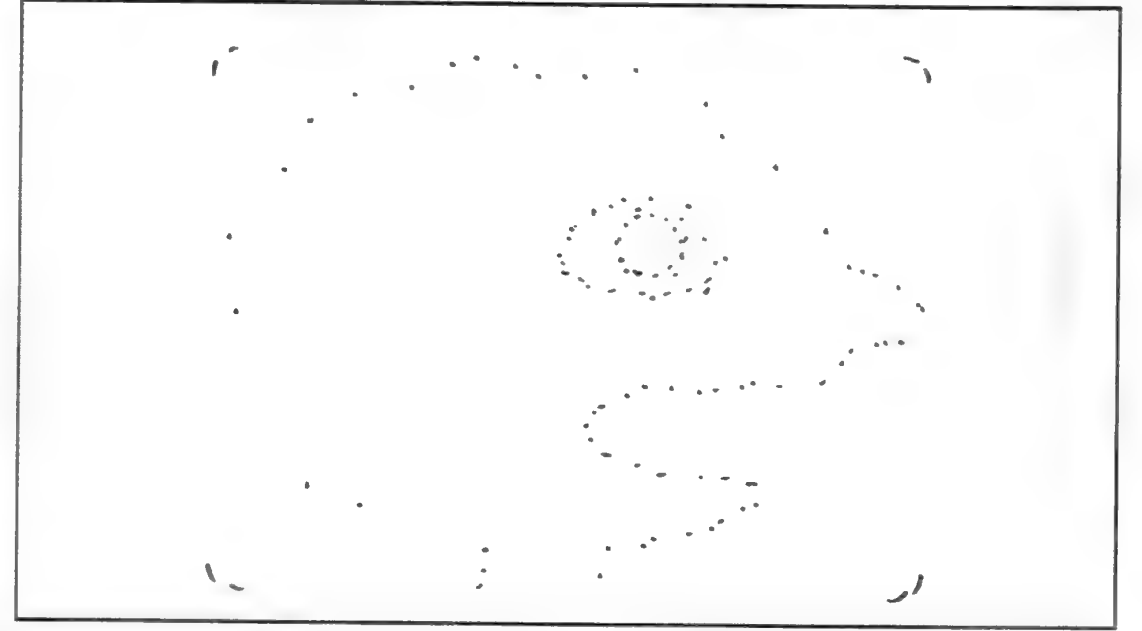


Page 165

Sc. 141 Pnl. A Bg. day night



Sc. 141 cont Pnl. B Bg. day night



Dialog:
<u>P</u> : CHANGED MY — <u>P</u> (GASP)
Action:
~~~~~ (PRISMO FADES AWAY) ~~~~~
Timing:

NOV 04 2013

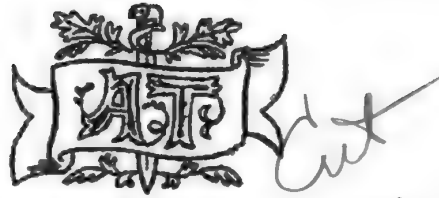
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1025/166

EPISODE # 1025-166  
1025/166  
Production :

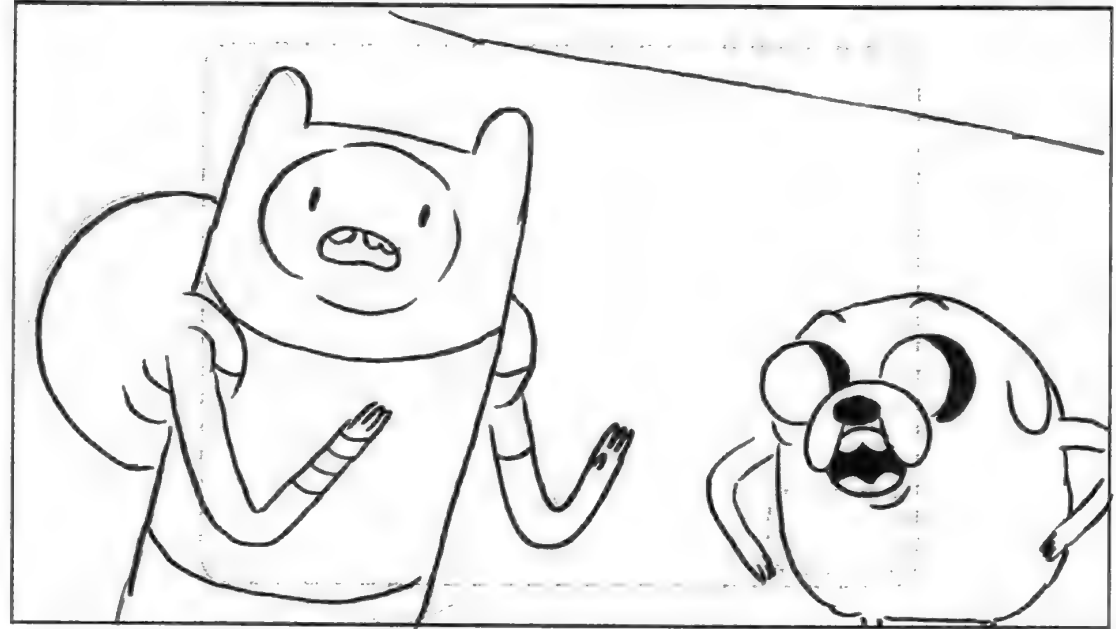
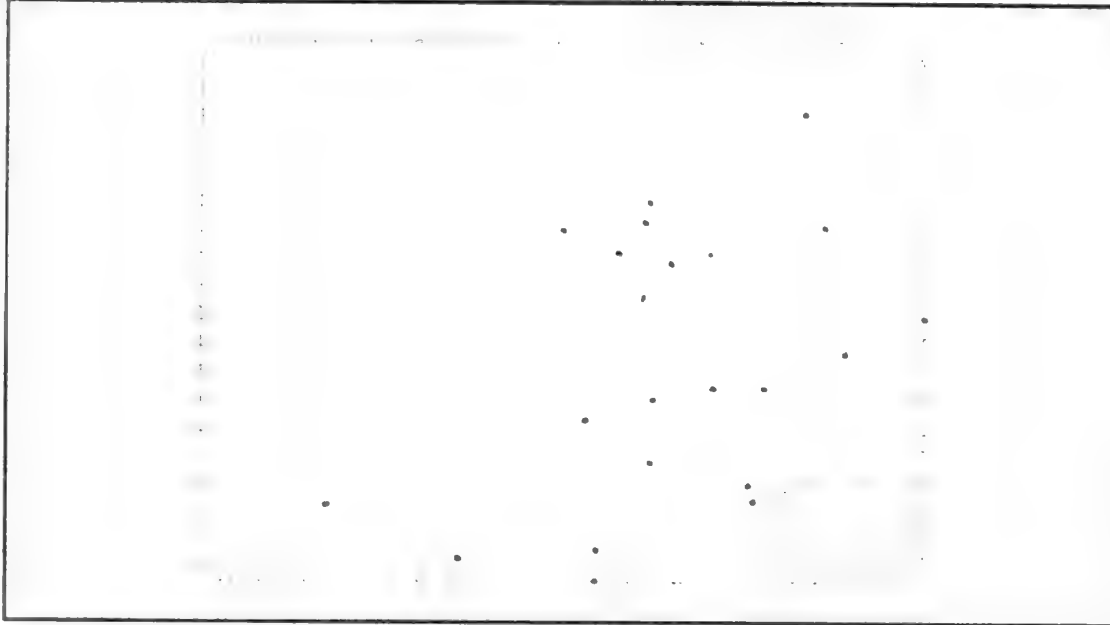
1025/166

# ADVENTURE TIME



Page 166

Sc. 141 cont Pnl. C Bg. day night Sc. 142 Pnl. A Bg. day night



Dialog:	(J) (GASP)
Action:	(FADES TO NOTHING)
Timing:	NOV 04 2012

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EPISODE #

1025/166

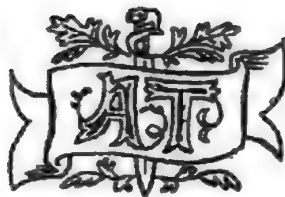
Production :

1025/166

1025/166

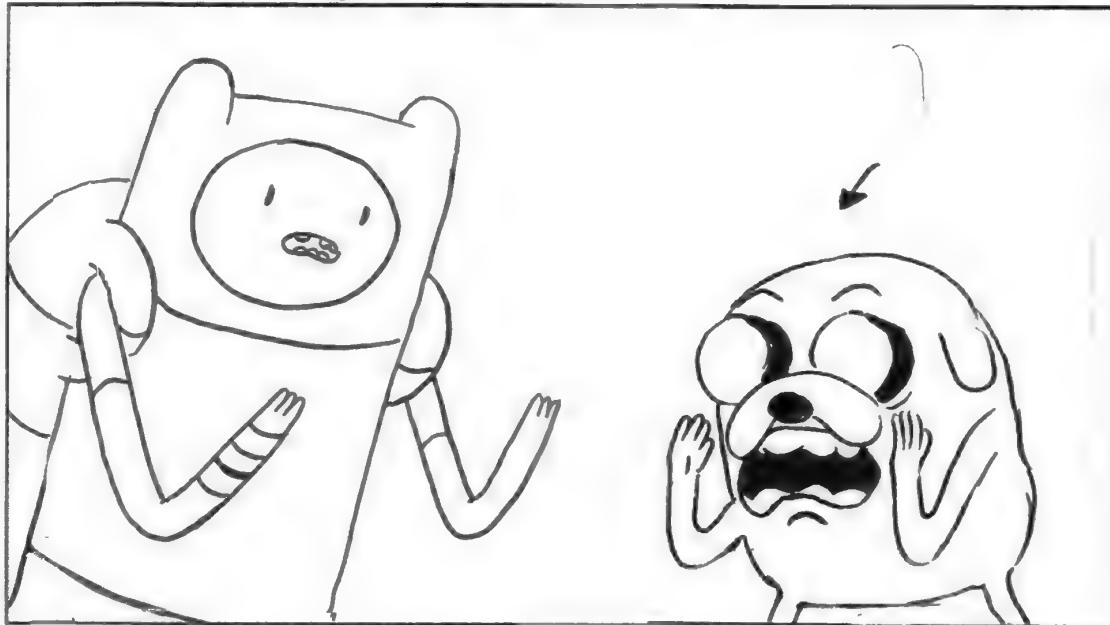


# ADVENTURE TIME

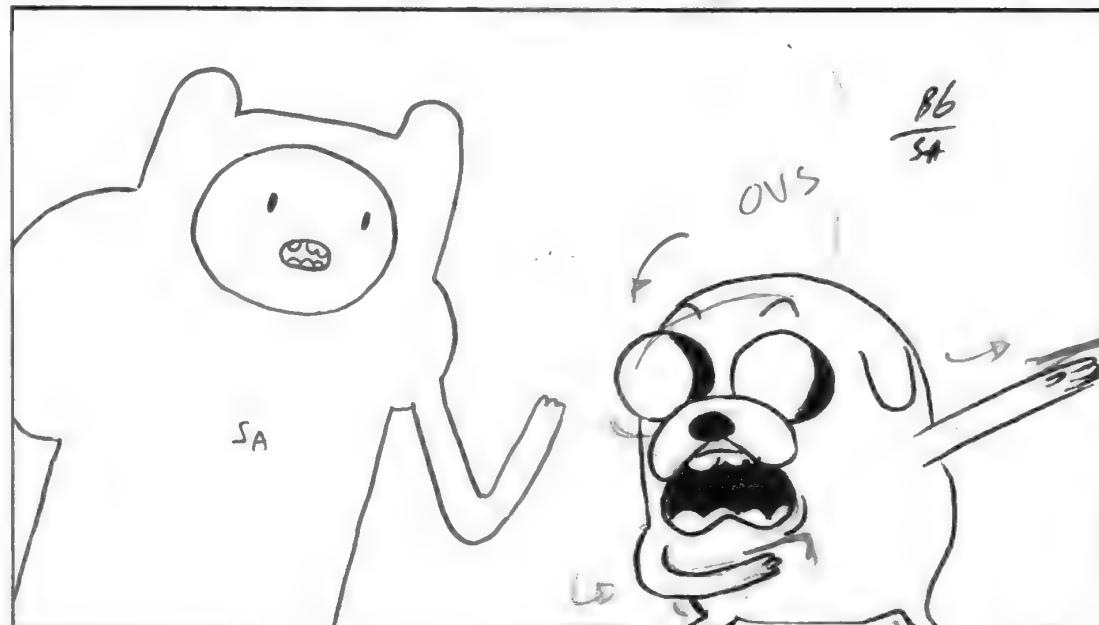


Page 167

Sc. 142 cont Pnl. B Bg. day night



Sc. 142 cont Pnl. C Bg. day night



Dialog:

J/ PRISMO, DON'T WORRY!

J/ I'LL PUT THE OLD MAN TO SLEEP  
AND GET YOU BACK!

Action:

Timing:



Production :

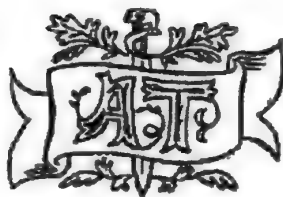
EPISODE #

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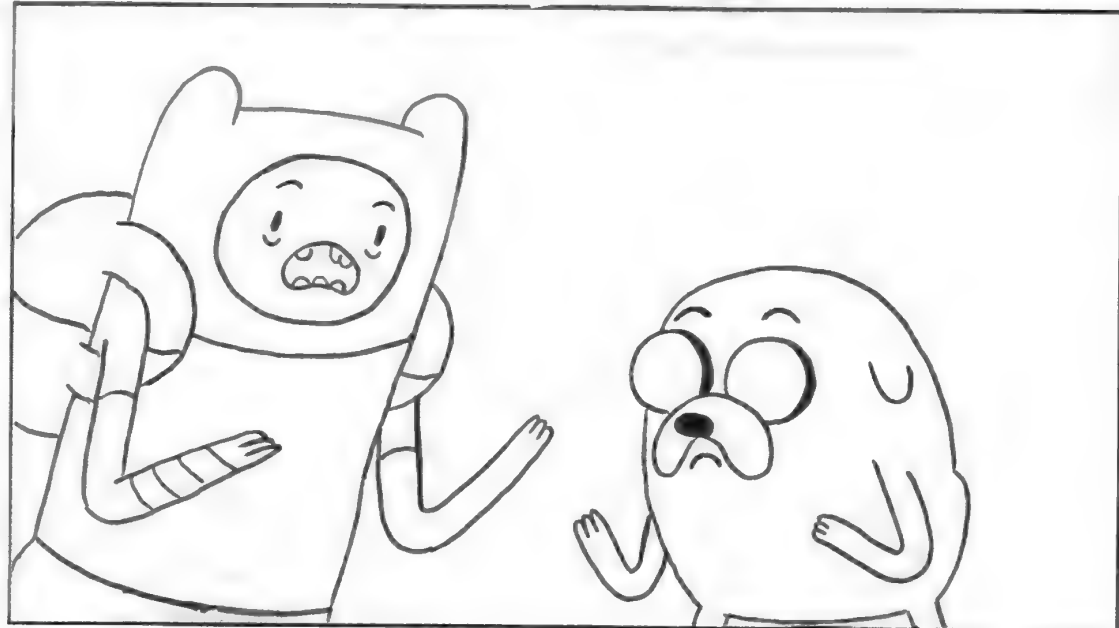
1025/166

# ADVENTURE TIME

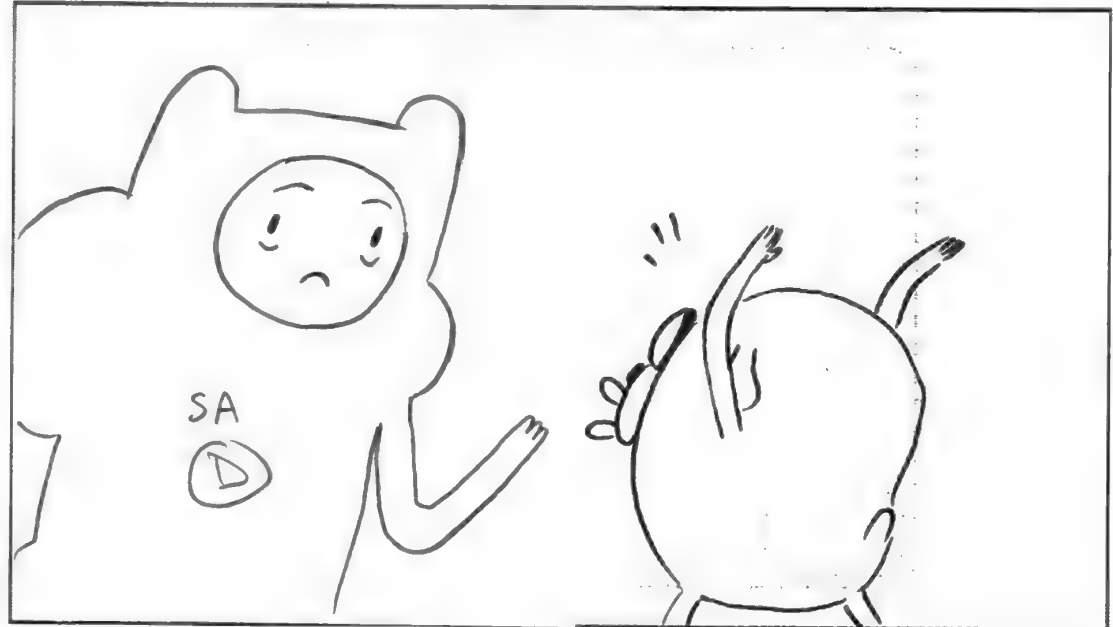


Page 168

Sc. 142 cont. Pnl. D Bg. day night



Sc. 142 cont. Pnl. E Bg. day night



Dialog:	(F) DUDE, THAT MEANS THE LICH SACKED OUR ENTRY INTO THE CITADEL!
Action:	
Timing:	

TU  
Cut  
OFF

S/A  
(D)

(D) ARMS  
DOWN

(J) OH NO MAN HOW ARE YOU GOING TO SEE YOUR DAD!?

(E)

S/A  
(E)

NOV 04 2013



Production :

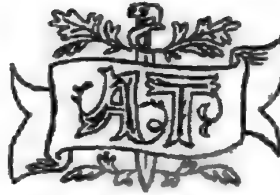
EPISODE #

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1025/166

1025/166

# ADVENTURE TIME



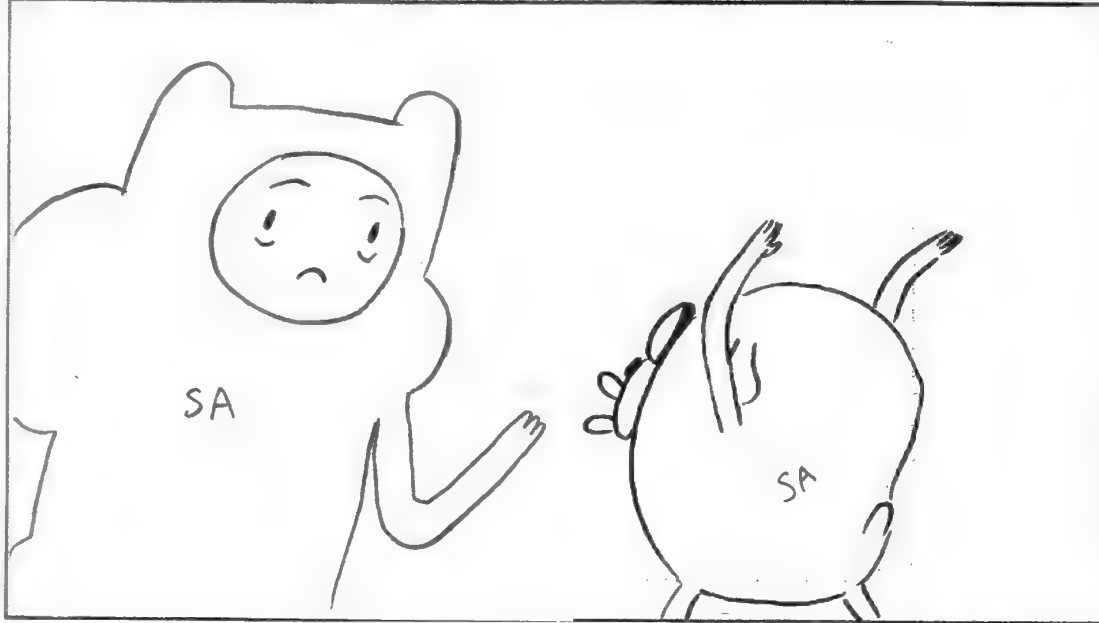
Sc.

142 ~~CONT~~ Pnl.

F

Bg.

day night



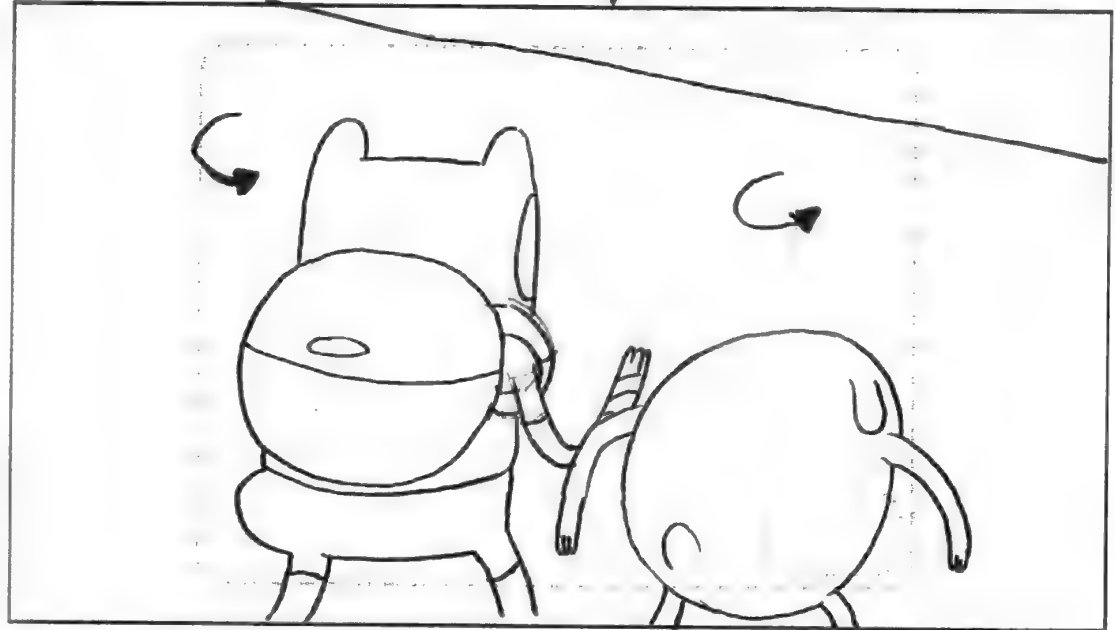
Sc.

142 ~~CONT~~ Pnl.

G

Bg.

day night



Dialog:

OLD PRISMO: (VO) hello?

Action:

OLD PRISMO: (VO) Who are you guys?

Timing:

FLIP OVER TO LOOK NOV 04 2013

Page 169

Cut

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1025/166

Production :

1025/166

1025/166

1025/166

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Cut

143 Pnl.

A Bg.

day night

Sc.

143 ~~CONT~~ Pnl.

B Bg.

Page 170

day night

Cut



(P) CAN ANY OF YOU  
STRANGERS TELL ME

(OP) I'm done with  
my nap

(A1) How to go home.

ACTION:



NOV 04 2013

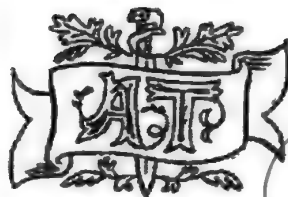
1025-166  
EPISODE #

Production :

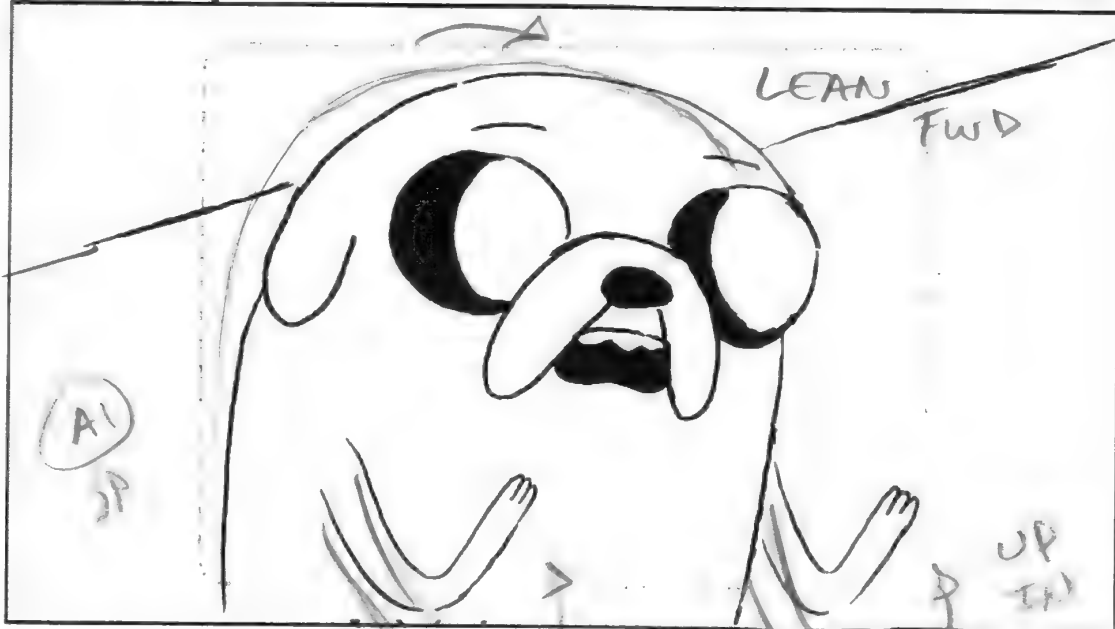
1025/166

1025/166

# ADVENTURE TIME



Sc. **144** Pnl. **A** Bg. day night



Sc. **145** Pnl. **A** Bg. night



Dialog:

(5) OLD MAN PRISMO ....

(L) ... heavy breathing ...

Action:

Timing:

NOV 04 2013

Production :

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1025/166

1025/166

# ADVENTURE TIME



Page 172  
day night

Sc.

145 *cont* Pnl.

*B*

Bg.

day night

Sc.

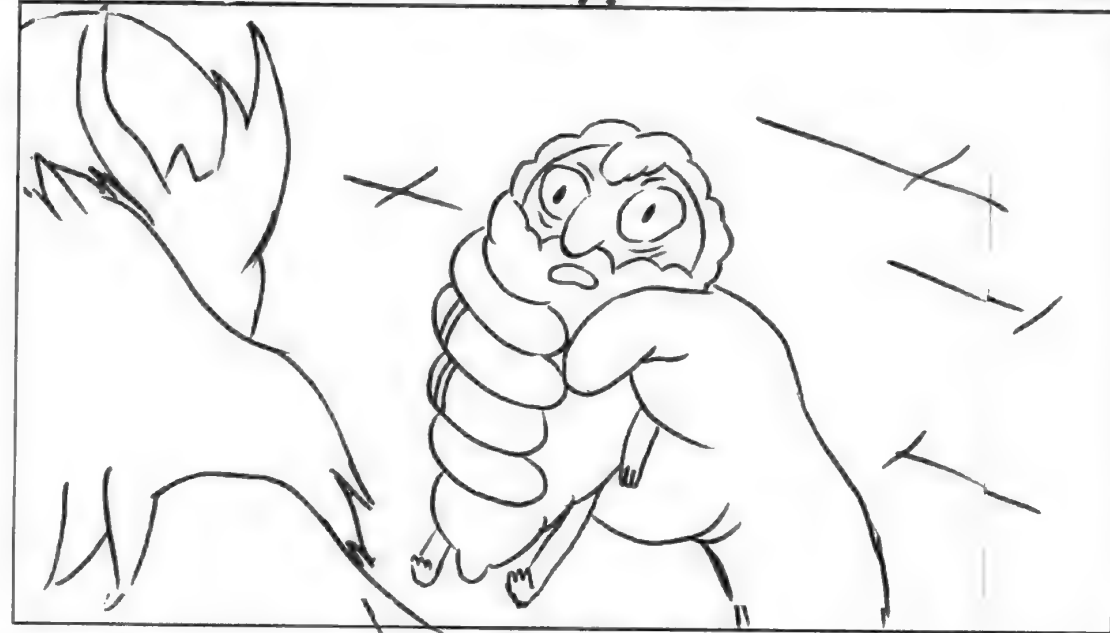
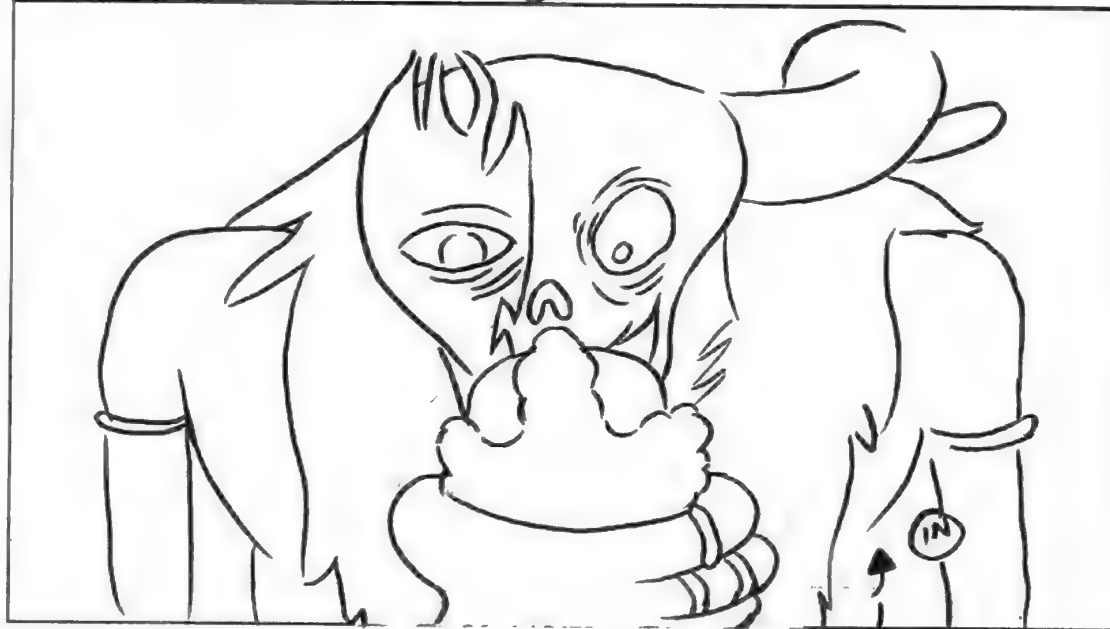
146

Pnl.

*A*

Bg.

day night



Dialog:

OP/ I just woke up from my nap. Ah-

Action:

(LIFTS UP OLD MAN PRISMO)

NOV 04 2013

Timing:

(B1)



*Ho Cut*

1025-166

EPISODE #

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Production :

1025/166

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Ho  
Cest

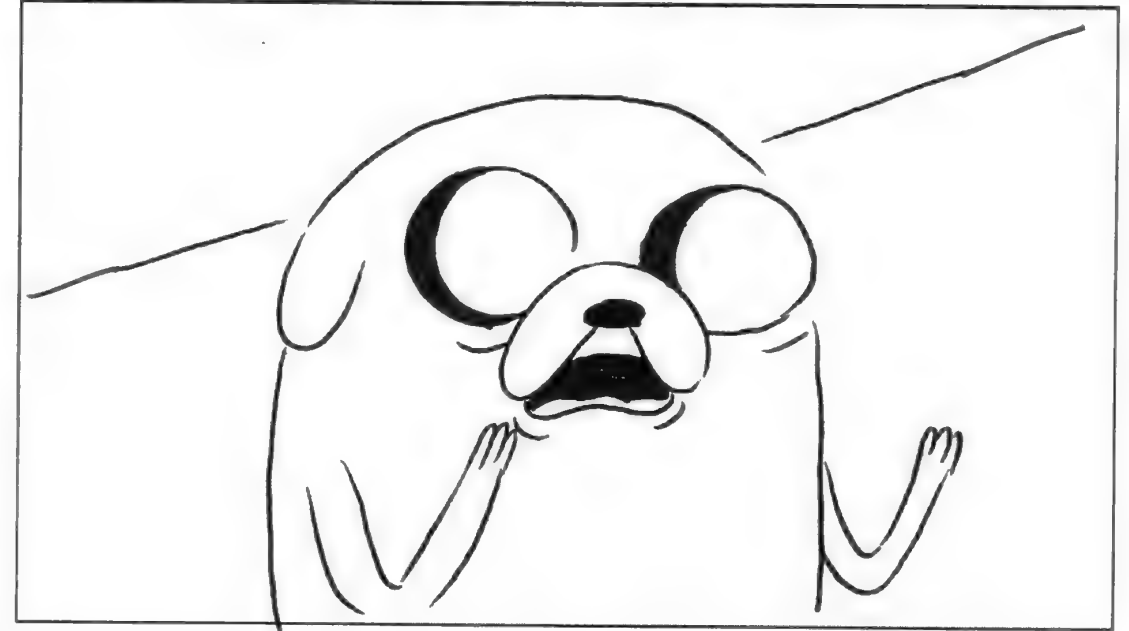
# ADVENTURE TIME



Cut

Sc. 147 Pnl. A Bg. day night

Sc. 148 Pnl. A Bg. day night



Dialog:	OP/ but I'm ready to go back to bed. I'd like to go home and take a nap.	(5) (Whispery) NO OLD MAN PRISMO.
Action:		
Timing:		

NOV 04 2013

EPISODE #

1025-166

1025/166

Production :

1025/166



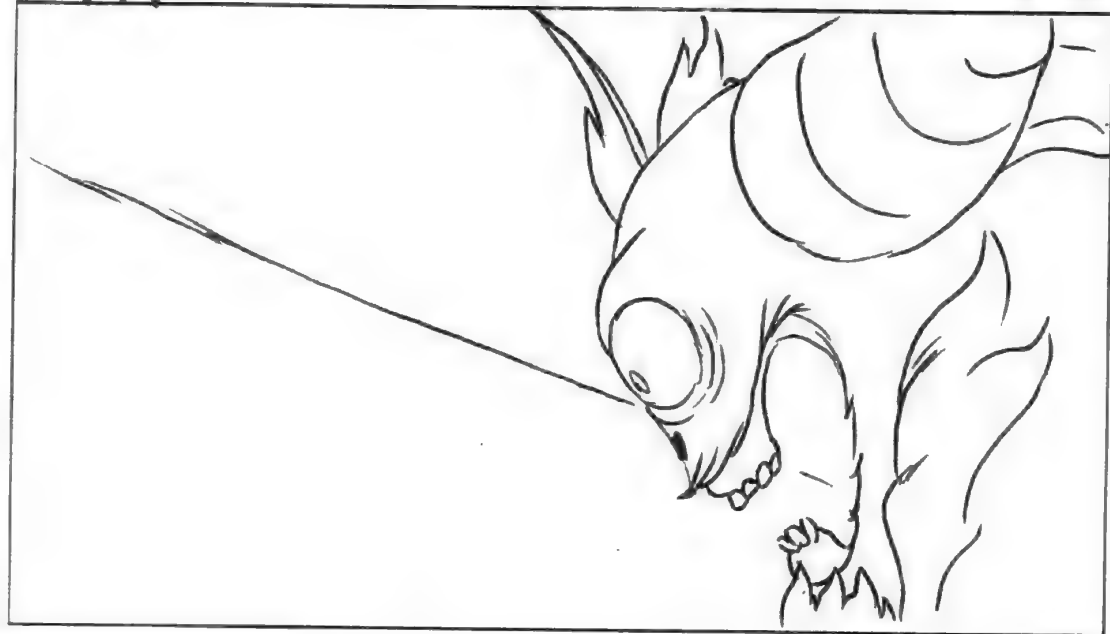
# ADVENTURE TIME



Sc. **148 CONT** Pnl. **B** Bg. day night



Sc. **149** Pnl. **A** Bg. day night



Dialog:	<u>J</u> : DON'T TALK TO HIM.
Action:	NOV 04 2013
Timing:	

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EPISODE # **1025-166**

Production :

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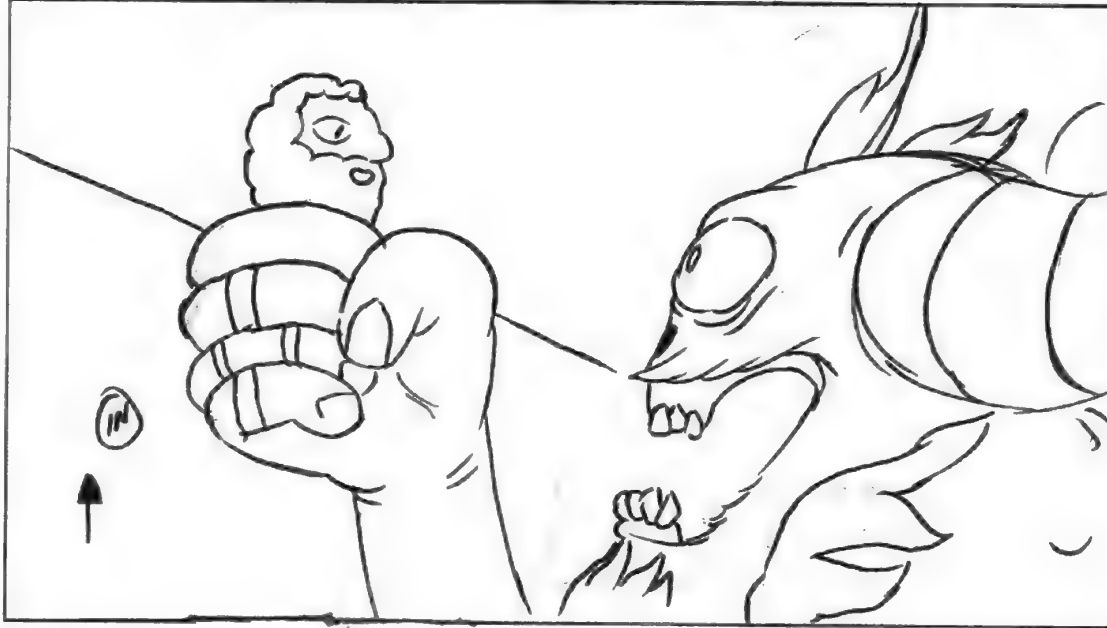
1025/166

# ADVENTURE TIME

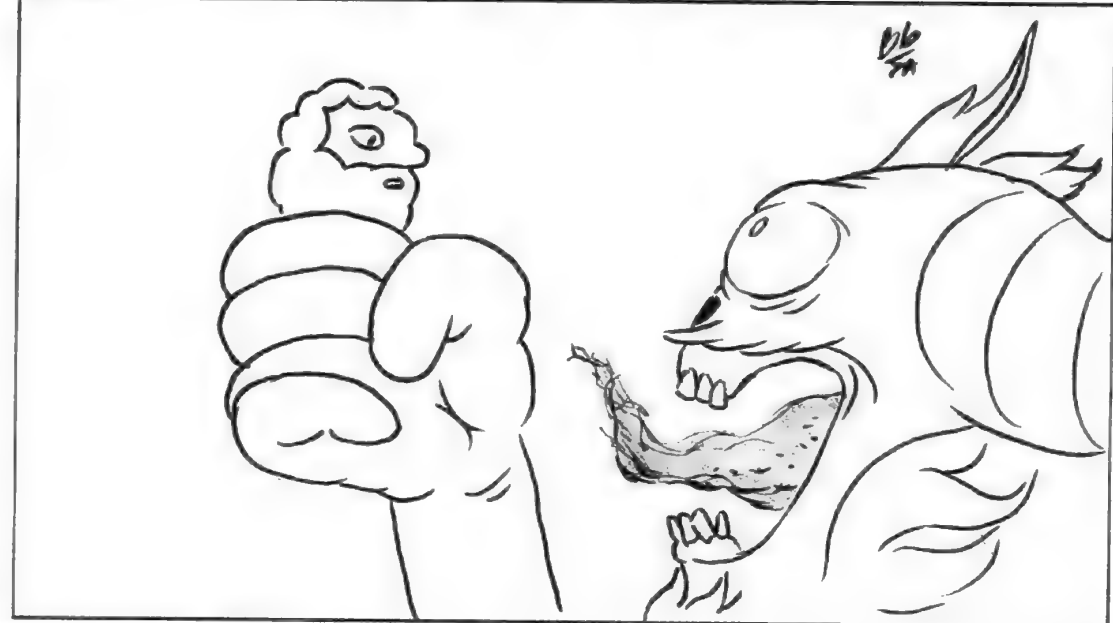


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Sc. 149 cont Pnl. B Bg. day night



Sc. 149 cont Pnl. C Bg. day night



Dialog:

O.P.: ARE YOU MY SON?

LICH: [ EXHALE ]

Action:

(LIFTS PRISMO UP)  
SLOWLY

(BLACK SMOKE COMES  
OUT)

NOV 04 2013

Timing:



EPISODE # 1025-166

1025/166

Production :

1025/166

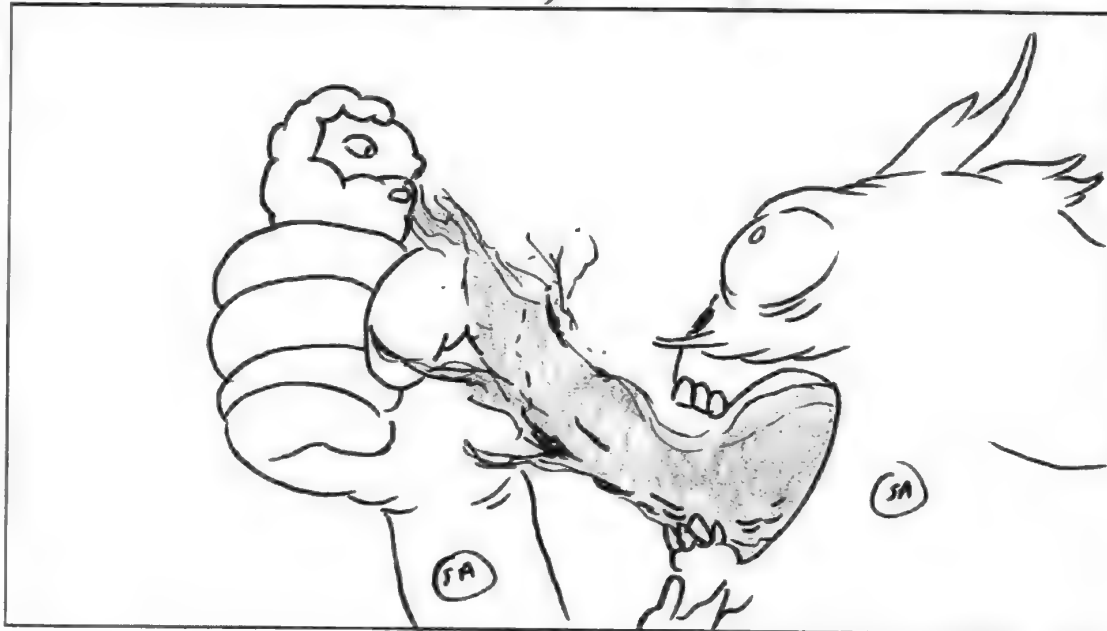
# ADVENTURE TIME



Ho  
Cut

Page 174

Sc. 149 CONT Pnl. 0 Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

NOV 04 2013

Production :

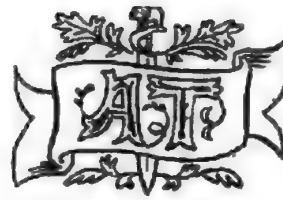
EPISODE #

1025-166

1025/166

1025/166

# ADVENTURE TIME



Page 177

Sc.

150

A

day night

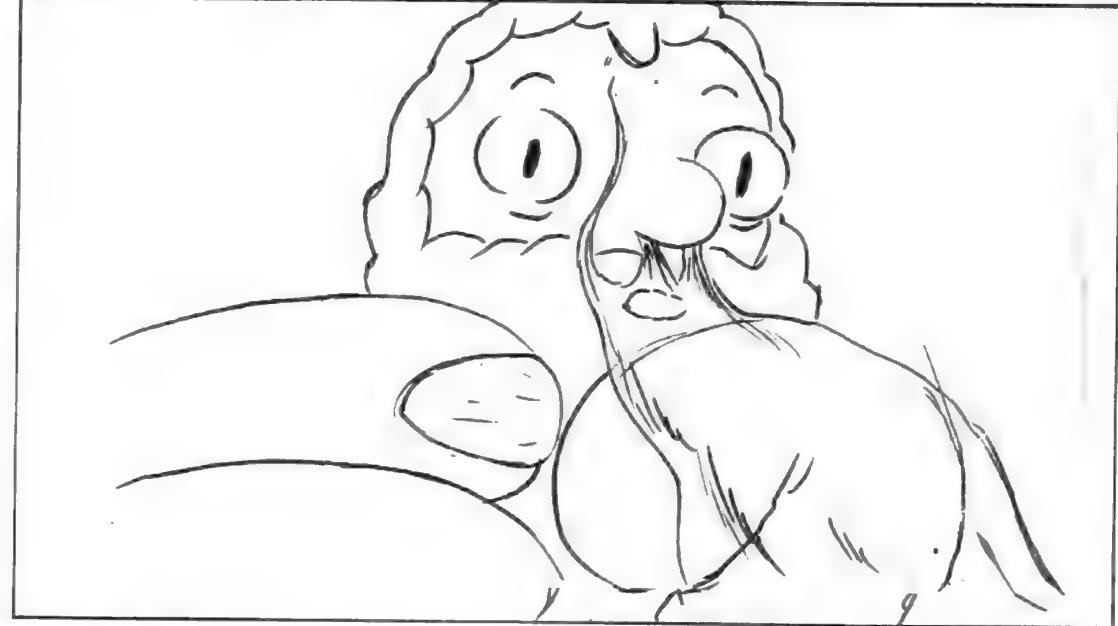
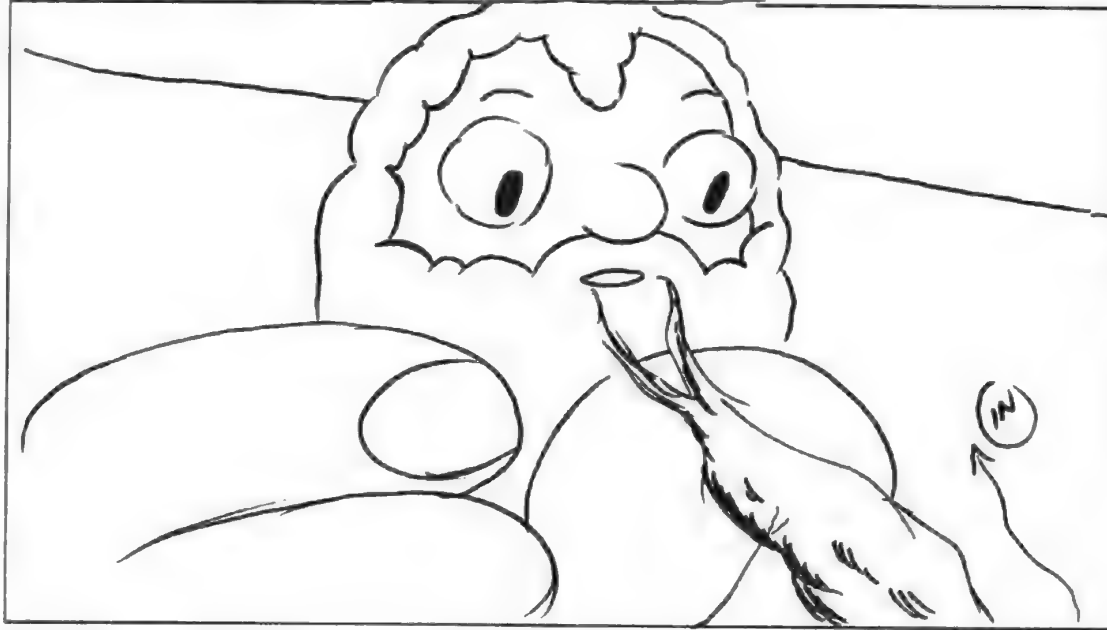
Sc.

150 cont Pnl.

B

Bg.

day night



Dialog:

SFX: FSHHH

Action:

DEATH-SMOKE ENTERS SHOT

GOES INTO HIS NOSE

NOV 04 2013

Timing:

EPISODE #

1025-166

1025/166

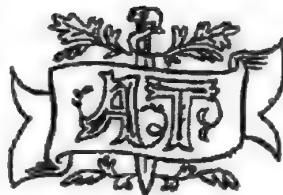
Production :

1025/166

1025/166

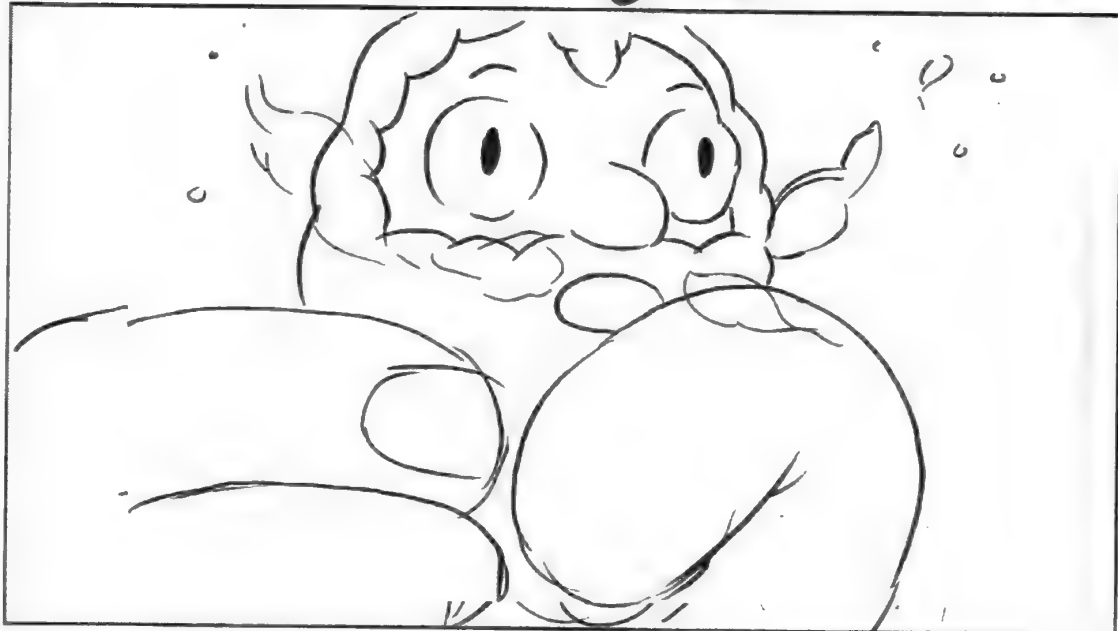
NO CUT

# ADVENTURE TIME

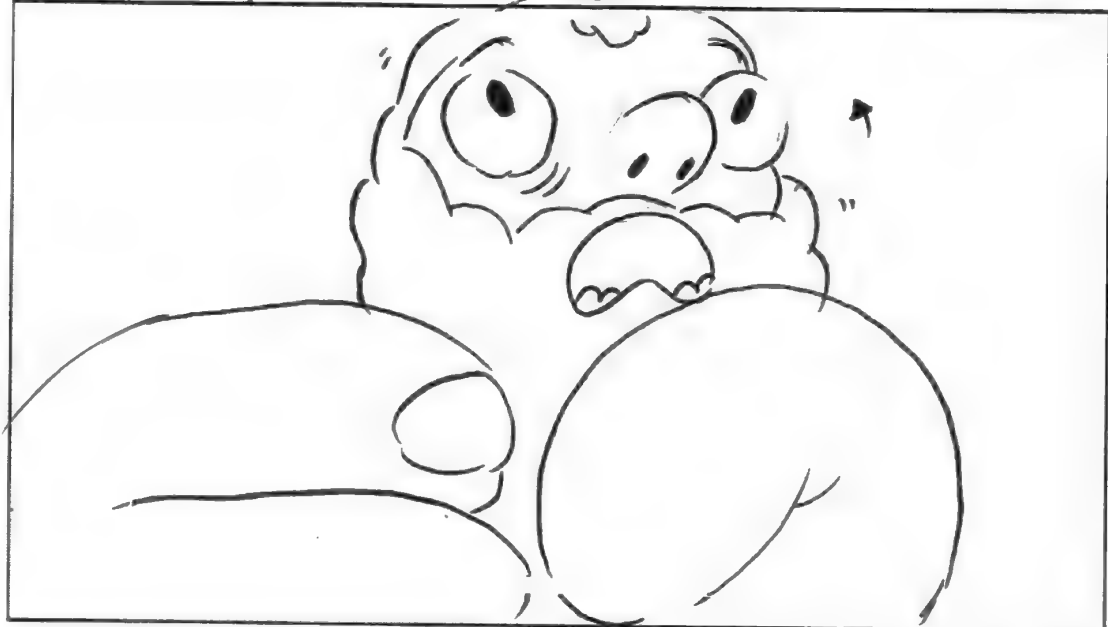


Page 178

Sc. 150 cont Pnl. C Bg. day night



Sc. 150 cont Pnl. D Bg. day night



Dialog:	(P) (GASP)
Action:	SMOKE DISSAPATES HEAD ROLLS BACK, STARTS TO SHAKE. NOV 04 2012
Timing:	

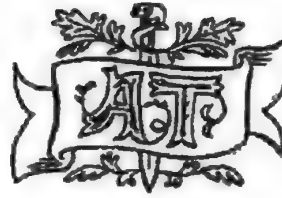
EPISODE # 1025-166

1025/166

Production :

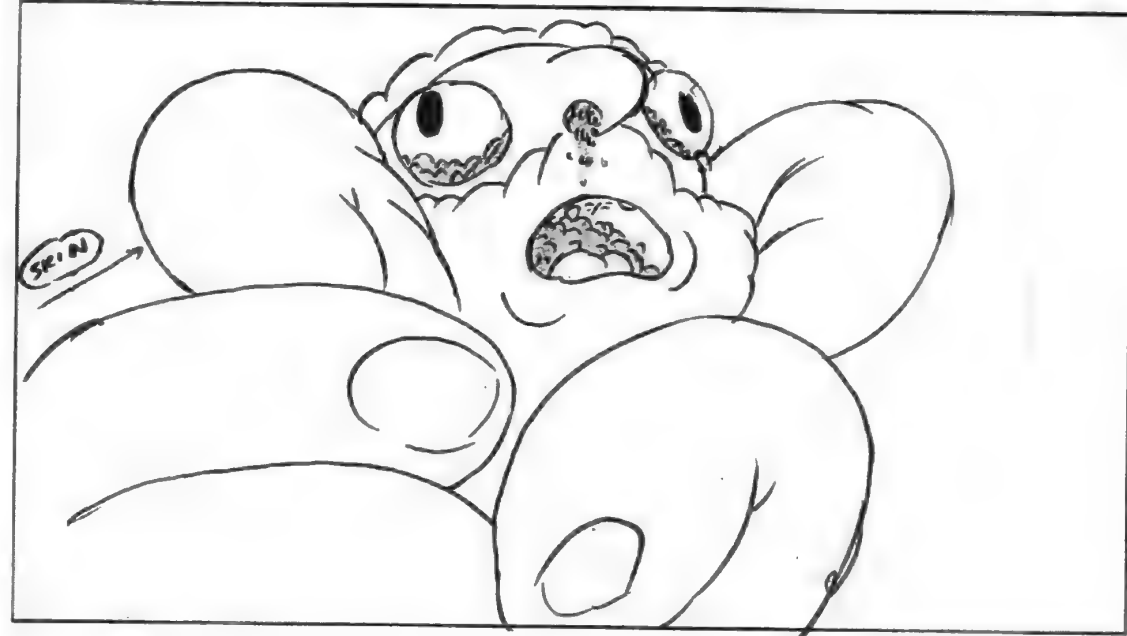
1025/166

# ADVENTURE TIME

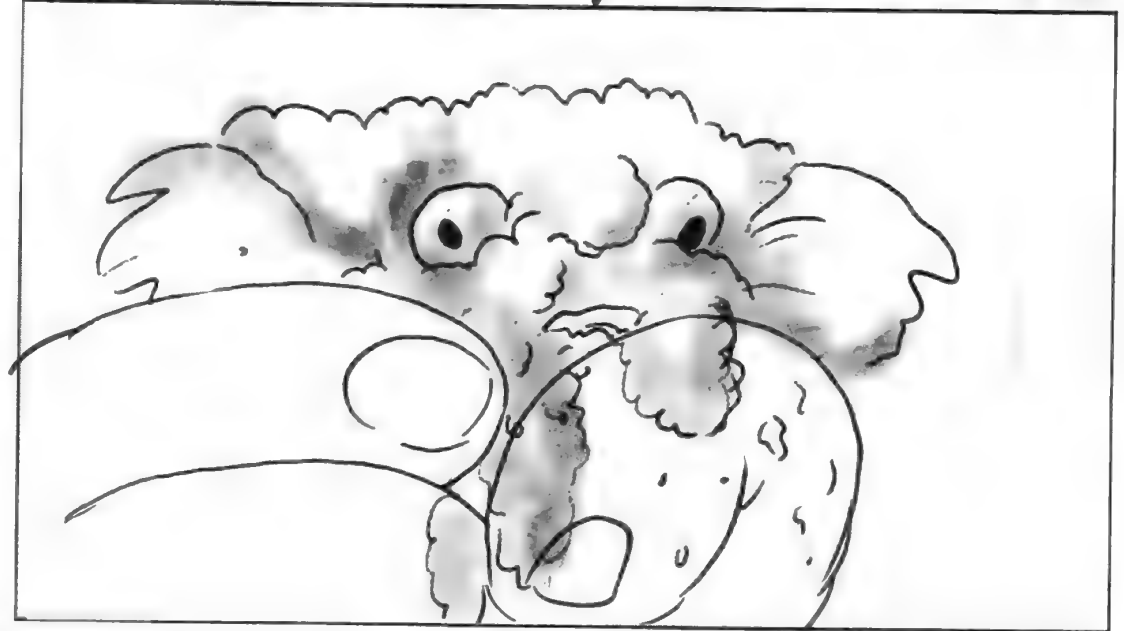


Page 179

Sc. 150 CONT Pnl. E Bg. day night



Sc. 150 CONT Pnl. F Bg. day night



Dialog:	
<p style="text-align: right;">NOV 04 2013</p>	
Action:	<p>ARMS BLOAT UP</p> <p>DUST FALLS FROM NOSE, MOUTH, EYES</p> <p>DUST POURS OUT MORE,</p> <p>- CHARACTER SHAKES FROM BEING FULL</p> <p>- DUST CONTINUALLY POURS</p>
Timing:	

1025-166

EPISODE #

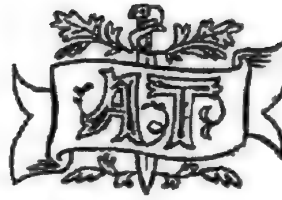
1025/166

Production :

1025/166

1025/166

# ADVENTURE TIME



Sc.

150 CONT Pnl. G

Bg.

day night



Sc.

150 CONT Pnl. H

Bg.

day night



Dialog:

Action:

Timing:

NOV 04 2013

EPISODE #

1025-166

1025/166

Production :

1025/166



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# ADVENTURE TIME



Page 181

Sc.

150 CONT.

I

Bg.

day night

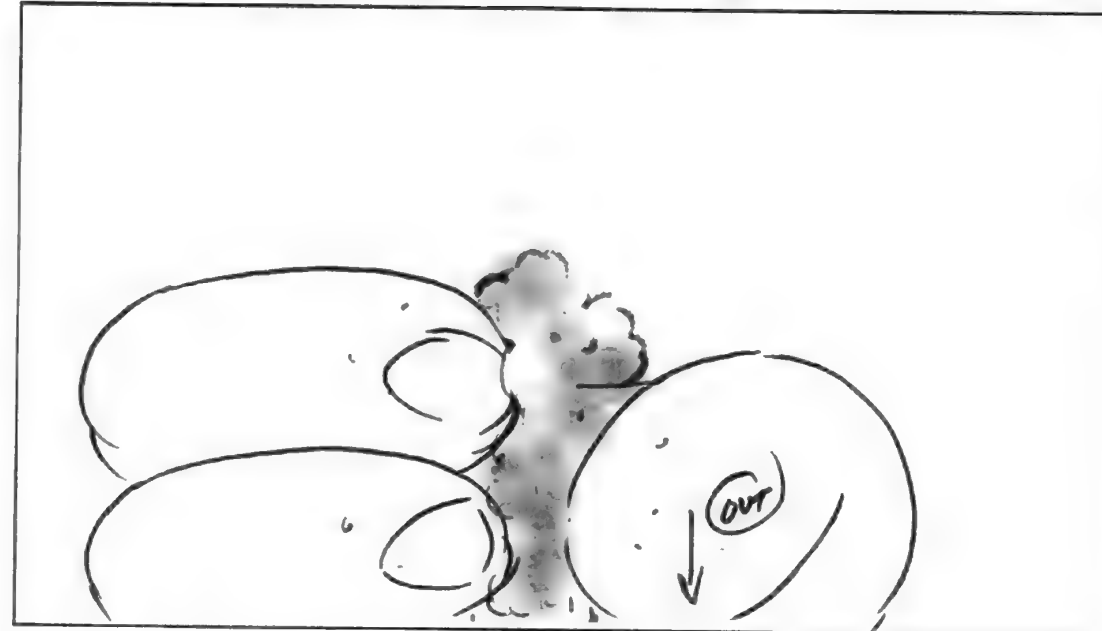
Sc.

150 CONT Pnl.

J

Bg.

day night



Dialog:

Action:

Timing:

NOV 04 2013

Production :

EPISODE #

1025-166

1025/166

1025/166

# ADVENTURE TIME



Page 182

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
<u>150</u>	<u>CONT</u>	<u>K</u>		

*Cut*

1025-166

EPISODE #

1025/166

Production :

1025/166

Dialog:
Action:
Timing:

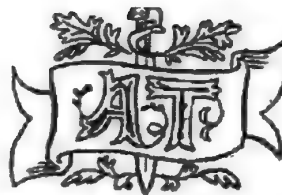
NOV 04 2013

991/c701

1025/166

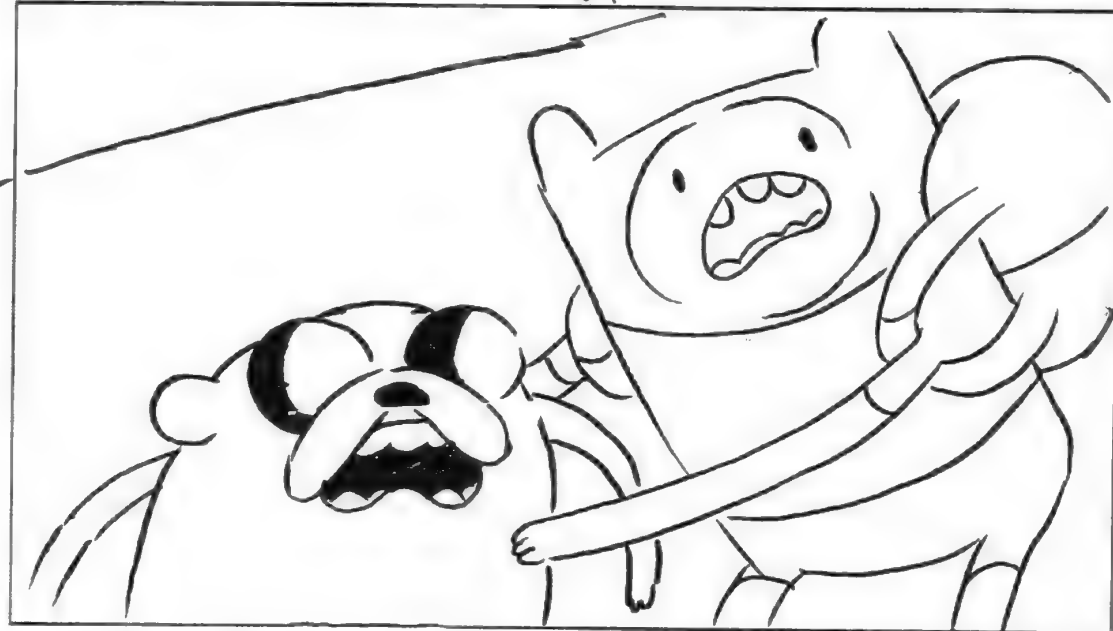
Cut

# ADVENTURE TIME

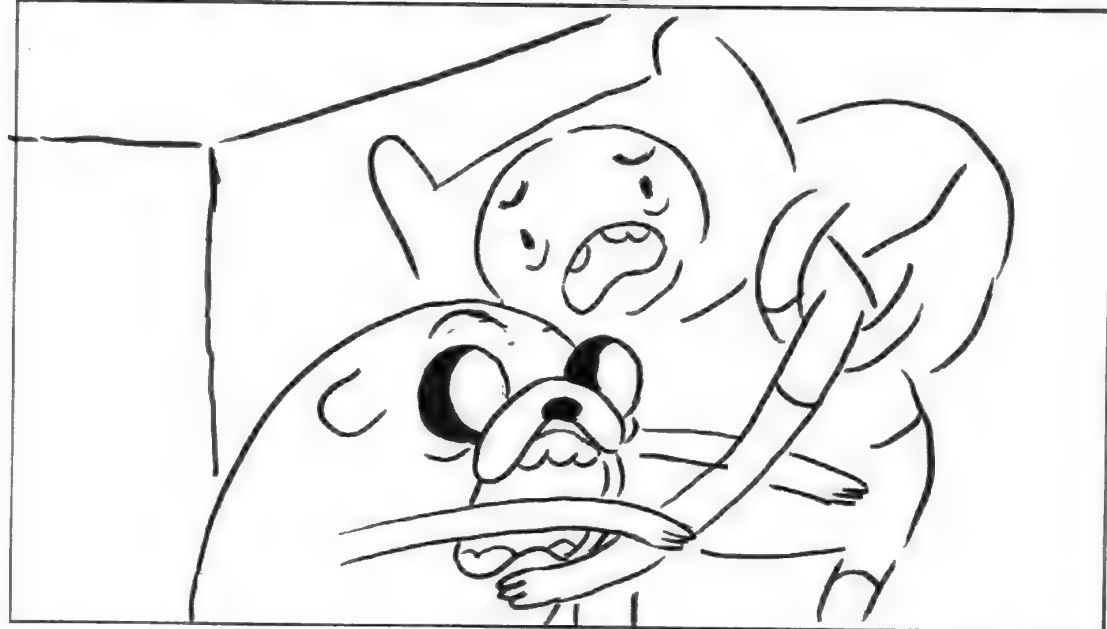


Page 183

Sc. 151 Pnl. A Bg. day night



Sc. 151 ~~CONT~~ Pnl. B Bg. day night



Dialog:

(J) OLD MAN PRISMO !!!

(P) NOO!!!

Action:

NOV 04 2011

Timing:

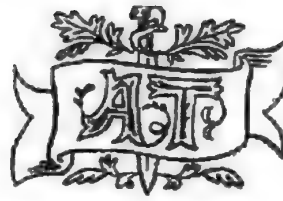
EPISODE #

1025-166  
1025/166

Production :

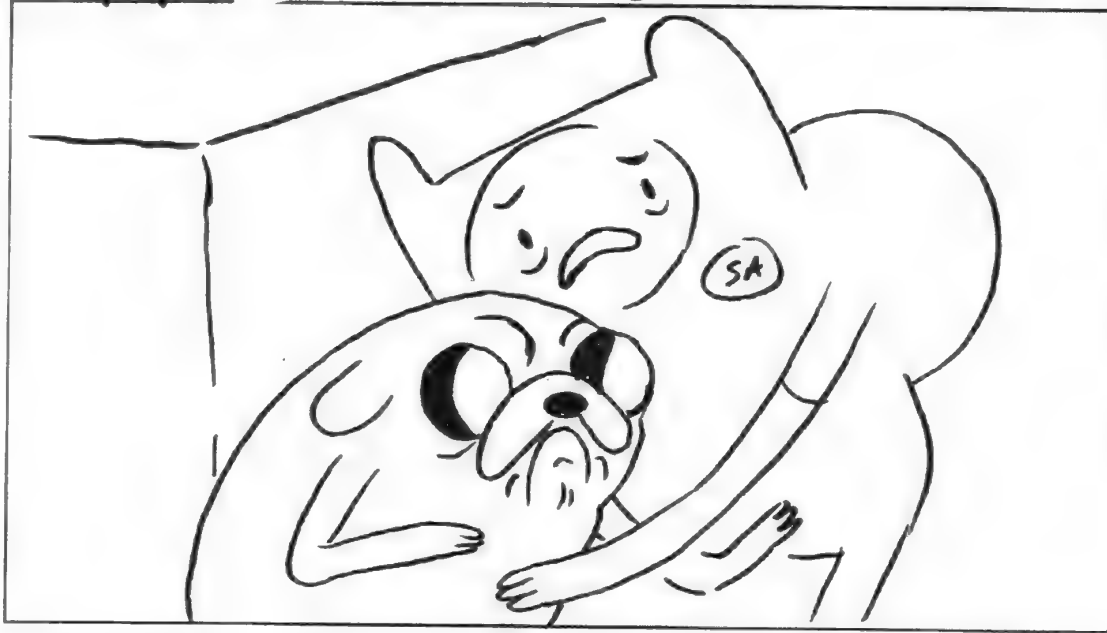
1025/166

# ADVENTURE TIME

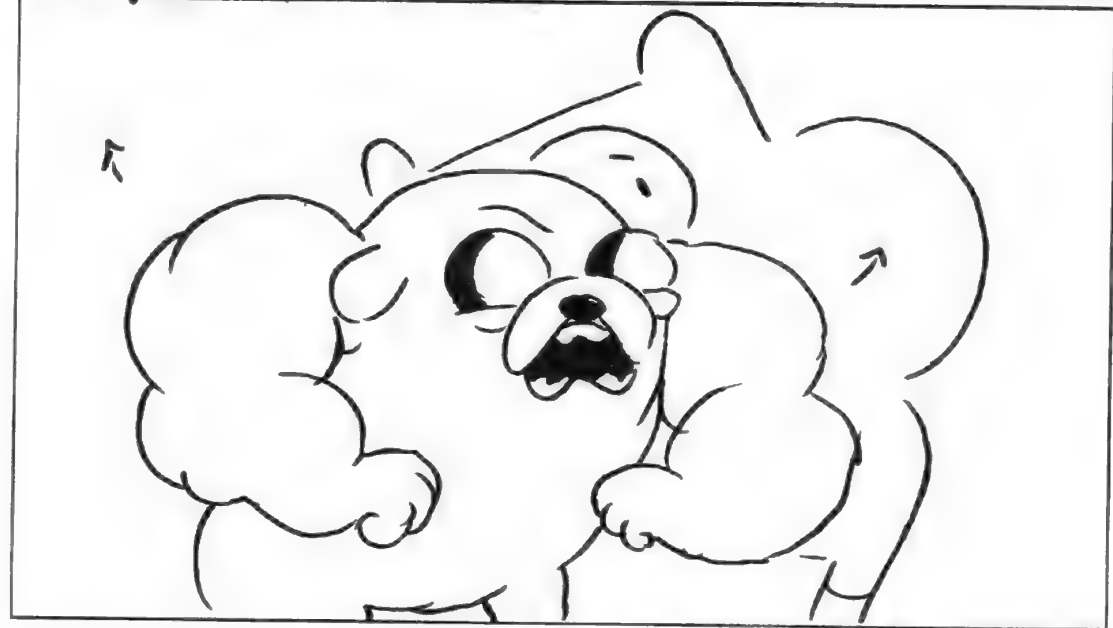


Page 184

Sc. 151 CONT Pnl. C Bg. day night



Sc. 151 CONT Pnl. D Bg. day night



Dialog:

⑤ (Take BREATHS HEAVILY)

NOV 04 2013

Action:

①  
INHALE



(Jake gets bigger and gets larger)



Timing:

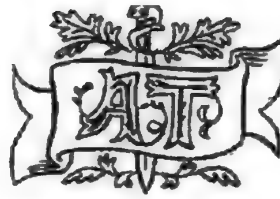
EPISODE # 1025-166

1025/166

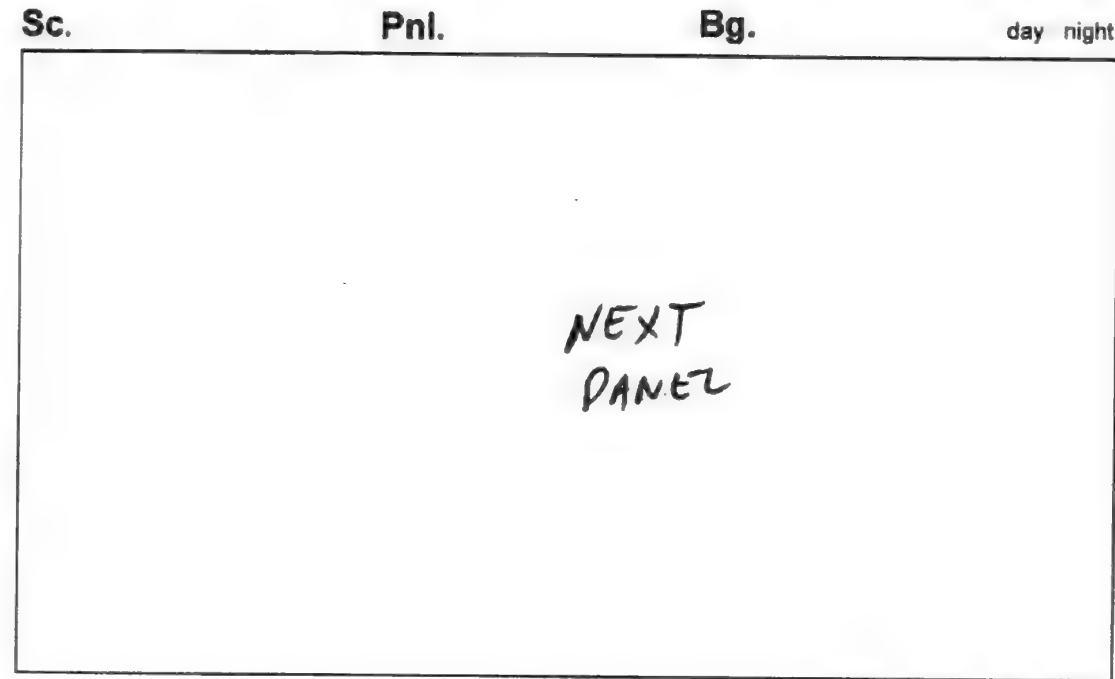
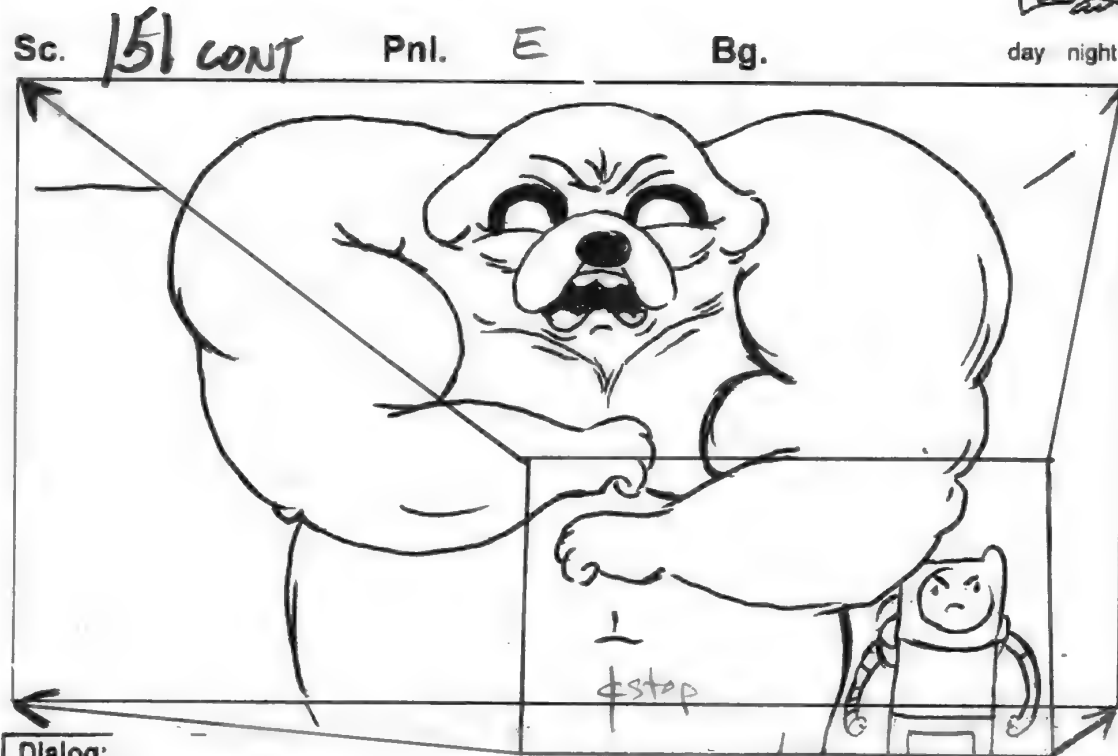
Production :

1025/166

# ADVENTURE TIME



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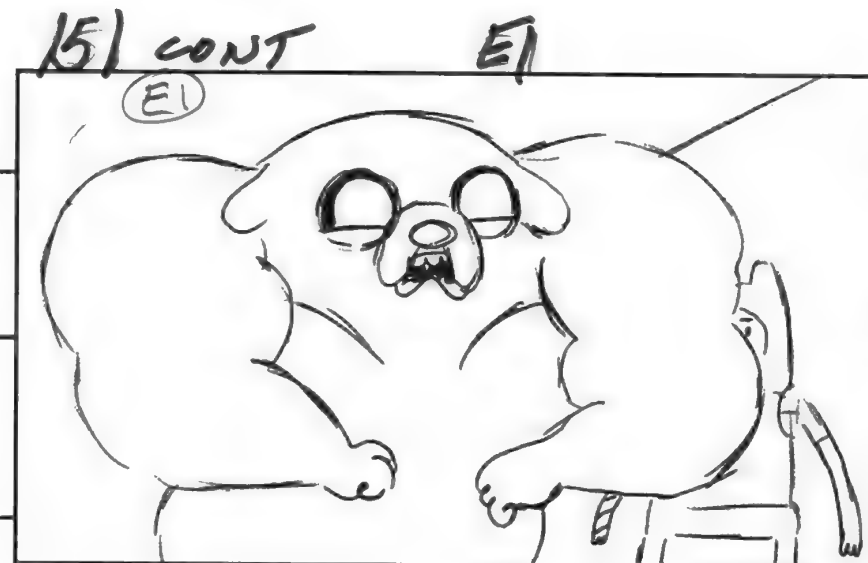
Dialog:

(5) LICH! I'M GONNA KILL YOU !!!

Diag. truck out

Action:

Timing:



NOV 04 2013

1025-166

1025/166

EPISODE #

Production :

# ADVENTURE TIME



Sc.

151 CONT  
Pm.

F

Bg.

day night

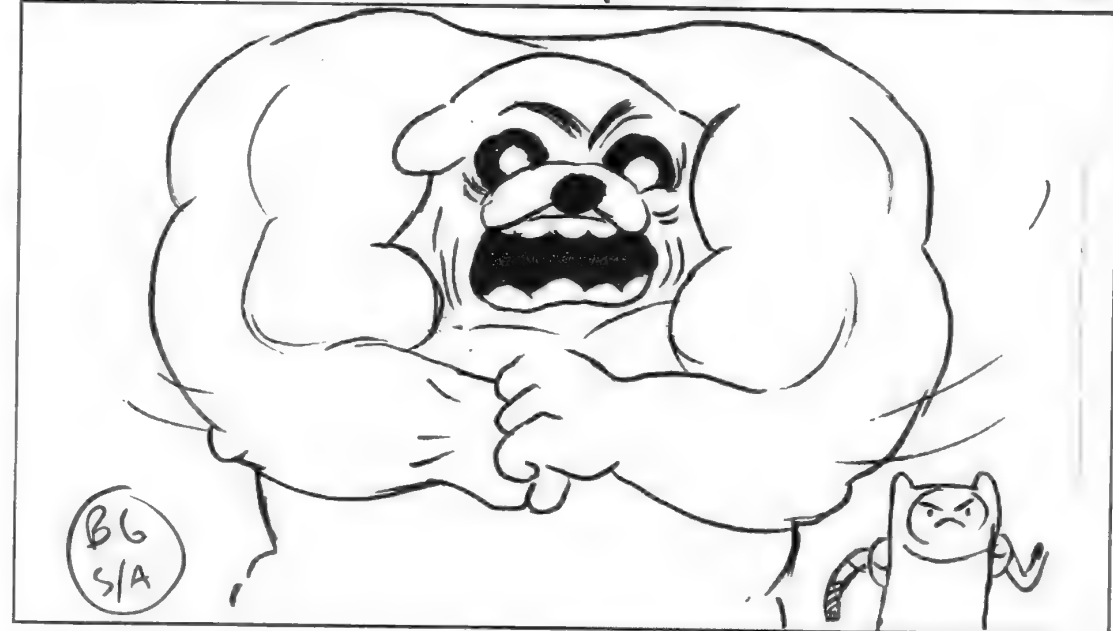
Sc.

151 CONT  
Pm.

G

Bg.

Page 186  
day night



Dialog:

(J) RAHHHHH !!  
SFX - (THUD!!!)

Action:

JAKE FLEXES

NOV 04 2013

Timing:

EPISODE #

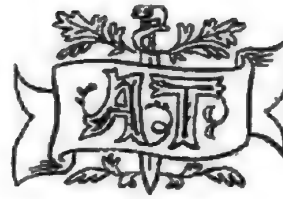
1025-166

1025/166

Production :

1025/166

# ADVENTURE TIME



Page 187

Sc. Pnl. Bg. day night

Wkt  
PANEL

Cut

Sc. 152 Pnl. A Bg. day night

HEAD DN  
shoulders up

VALL (AI)  
LATT  
ALL

Dialog:

X

Action:

X

Timing:

NOV 04 2011

HAHAHAHA!

HU  
Cut

EPISODE #

1025-166

1025/166

Production :

1025/166

991/9201

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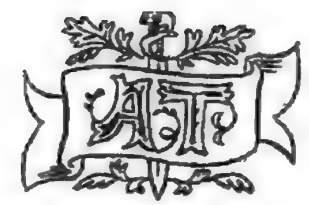


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1025/166

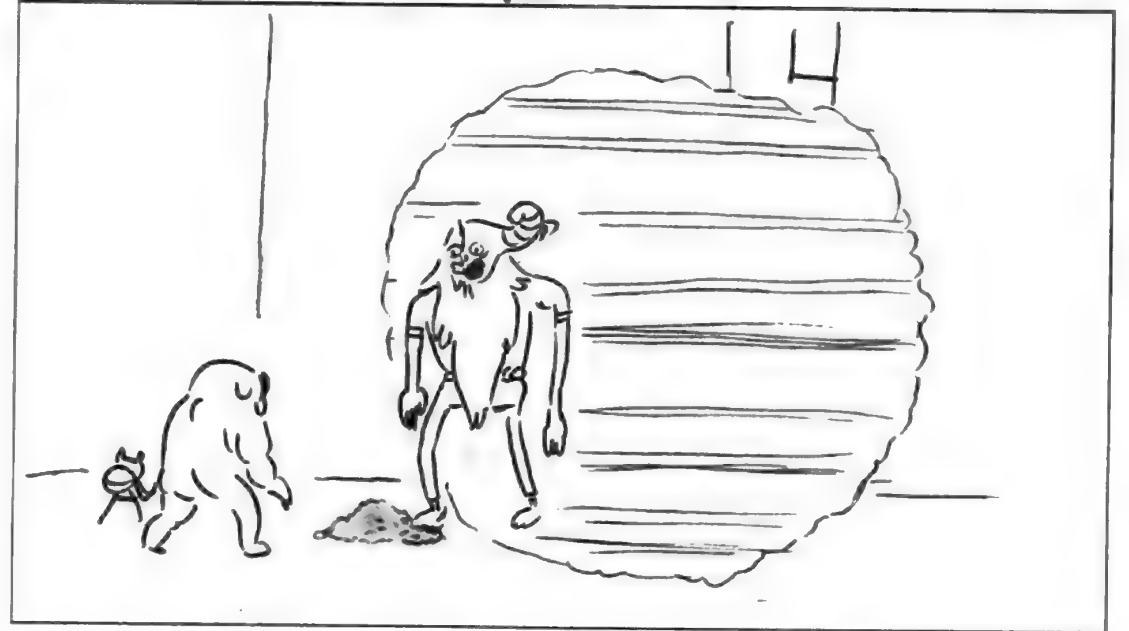
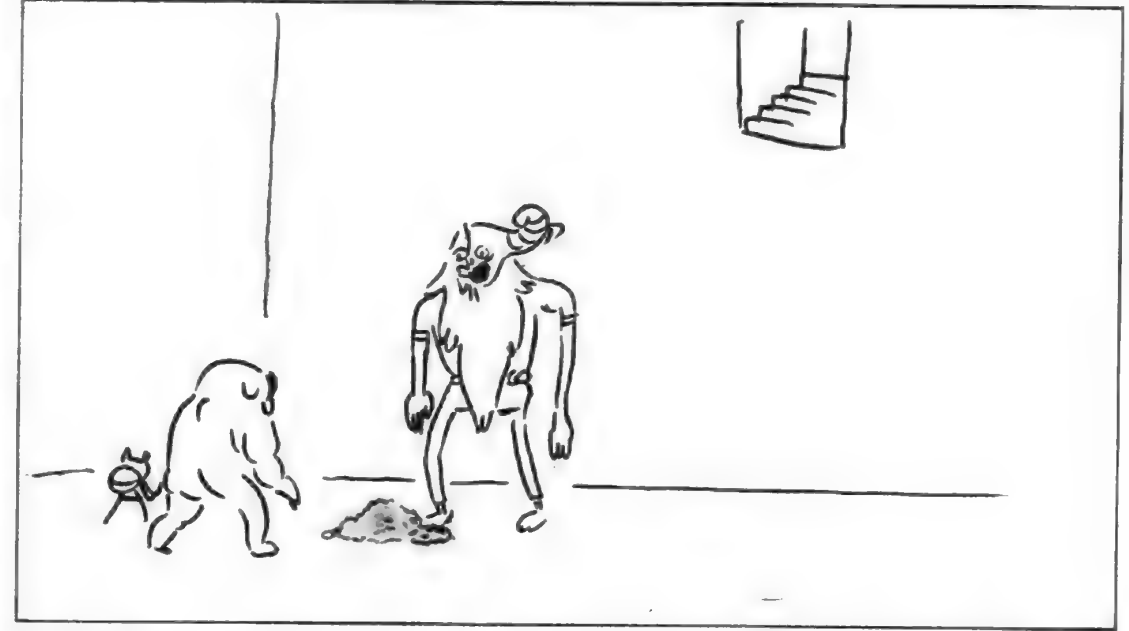
Hu  
cut

# ADVENTURE TIME



Sc. 153 Pnl. A Bg. day night

Sc. 153 CONST. Pnl. B Bg. day night



Dialog:	SFX (UIS) (LOUD HUMMING NOISE)
Action:	NOV 04 2013 wall behind 1ch FLICKERS ON LIKE A TELEVISION! SEE TOM'S REFERENCE IN NICK'S DROP BOX OF A .gif he created.
Timing:	

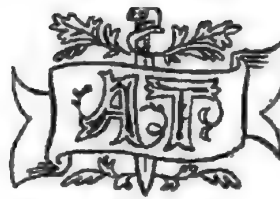
EPISODE # 1025-166

1025/166

Production :

1025/166

# ADVENTURE TIME



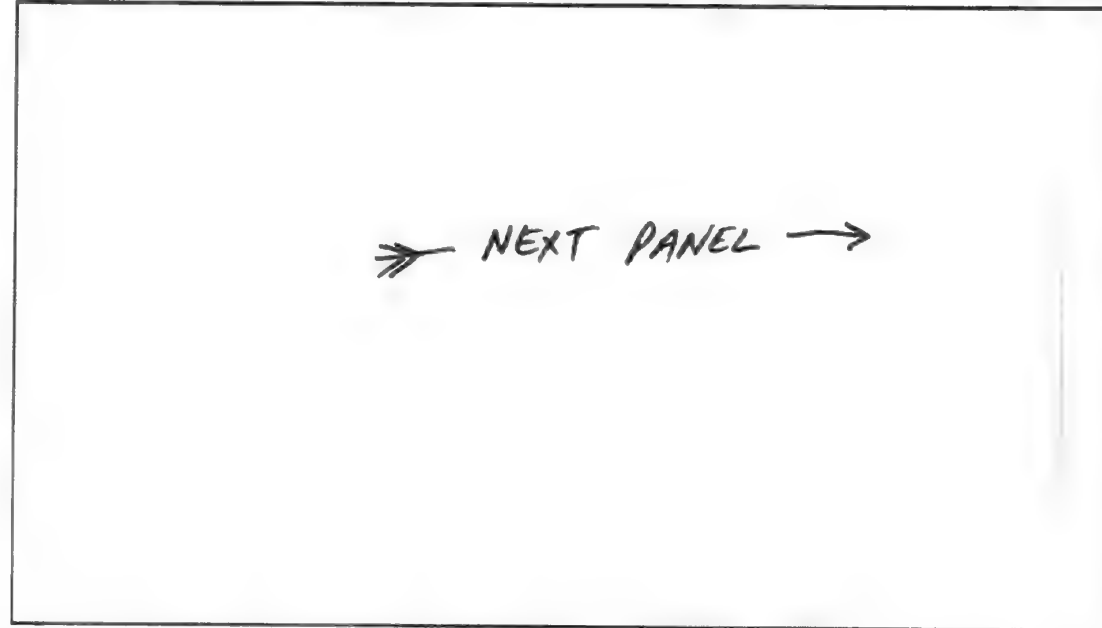
HW  
Cut

Page 169

Sc. 153 cont Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

cosmic guard appears through a transparent portion in the wall.

Timing:

NOV 04 2013

EPISODE # 1025-166

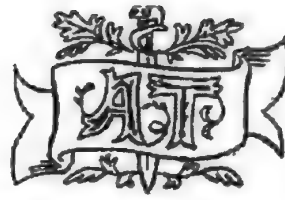
Production :

1025/166

1025/166

1025/166

# ADVENTURE TIME



HW  
Curt

154

Page 190

Sc.	Pnl.	Bg.	day	night

(GLT)

Sc.	Pnl.	Bg.	day	night
	A			

Natsula  
cloud w/ skull  
pan

Dialog:
Action:
Timing:

NOV 04 2013

1025-166

EPISODE #

1025/166

Production :

1025/166

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1025/166

# ADVENTURE TIME

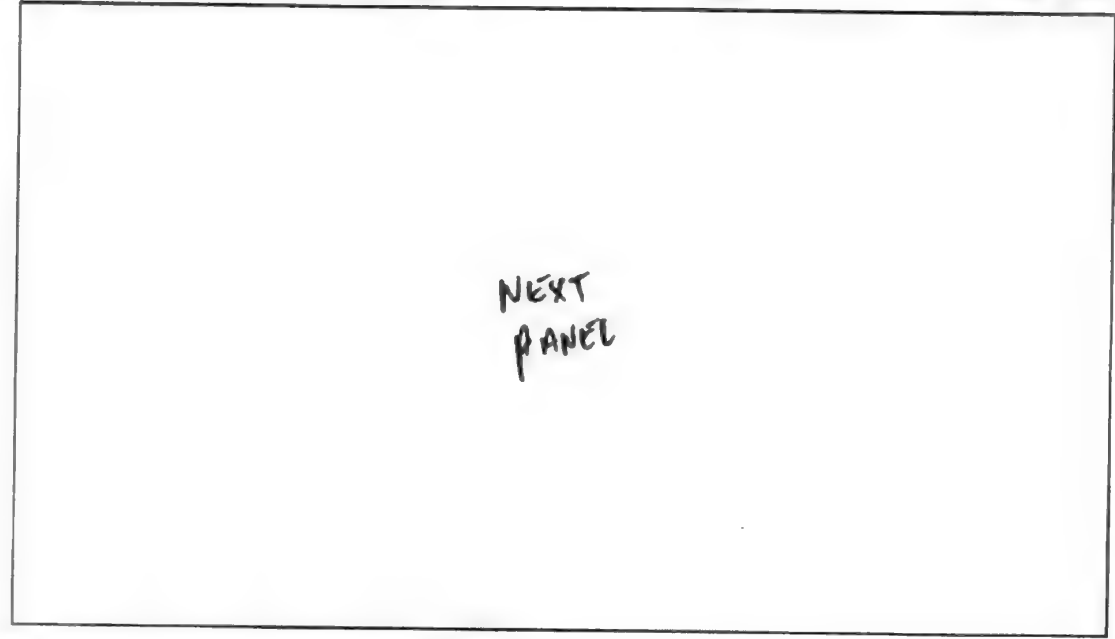


Ho  
Cut

Page 191

Sc. 154 CONT Pnl. B Bg. day night

Sc. Pnl. Bg. day night



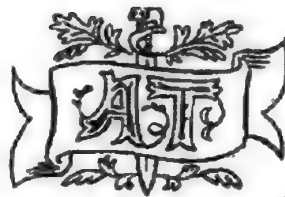
Dialog:	
(B1)	
Action: (Beam shoots out of forehead)	
Timing:	

NOV 04 2013

EPISODE # 1025-166  
Production :

1025/166

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# ADVENTURE TIME

Sc. **155**

Pnl. **A**

Bg.

day night

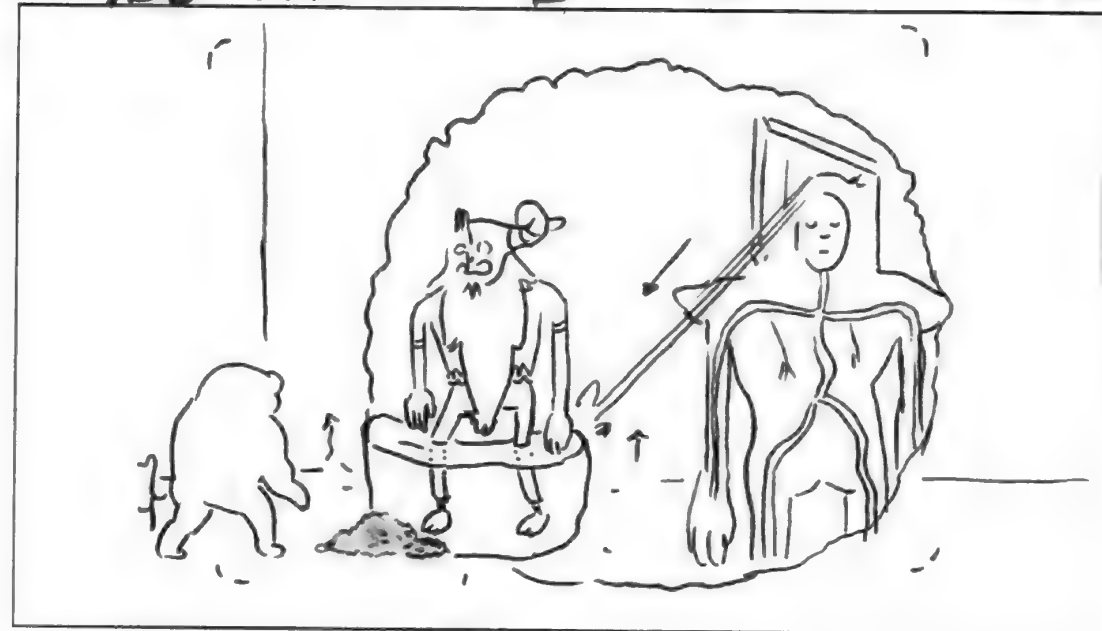
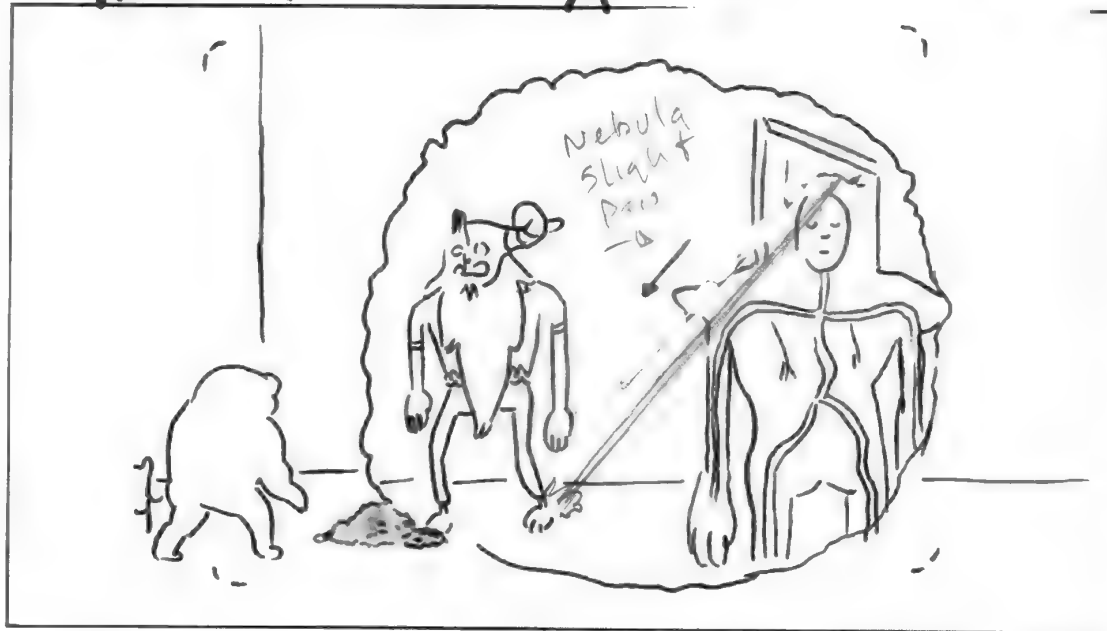
Sc. **155** **CONT**

Pnl. **B**

Bg.

Page 192

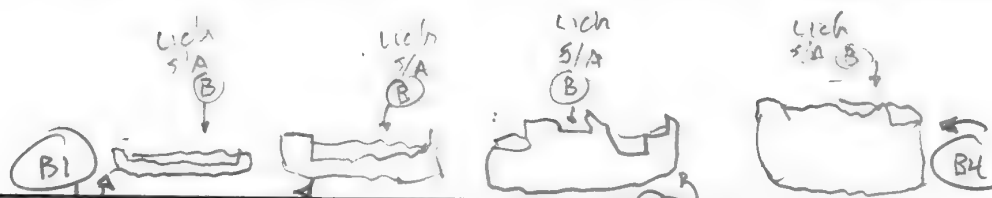
NO PG-193  
day night



Dialog:

Action:

Timing:



(crystal starts firming up)

NOV 04 2013

EPISODE #

1025-166

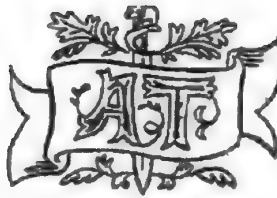
Production :

1025/166

1025/166

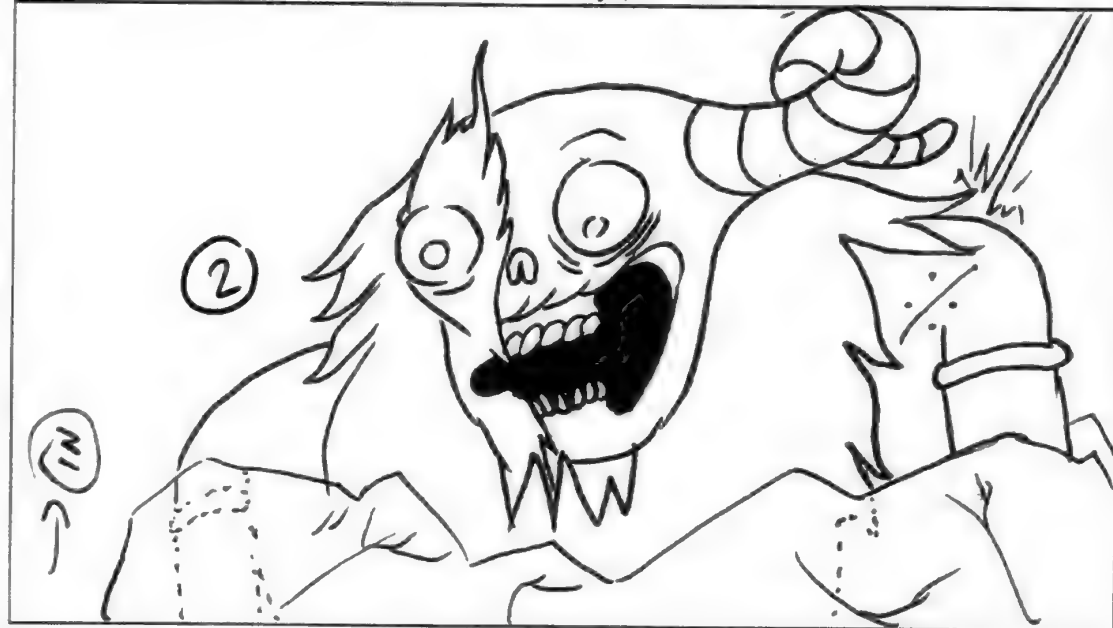
Ho  
Cut

# ADVENTURE TIME



Page 194

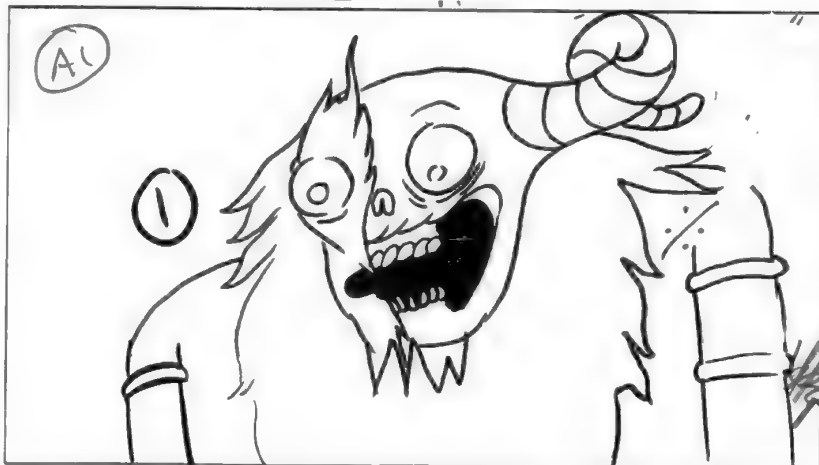
Sc. 156 Pnl. A Bg. day night



Sc. 156 CONT Pnl. B Bg. day night



Dialog:	(L) [Laughing ~~~~~ (cut off)
Action:	— crystal travels up the lich's body
Timing:	NOV 04 2013



Ho  
Cut

1025-166

EPISODE #

1025/166

Production :

1025/166

1025/166

HO  
cut

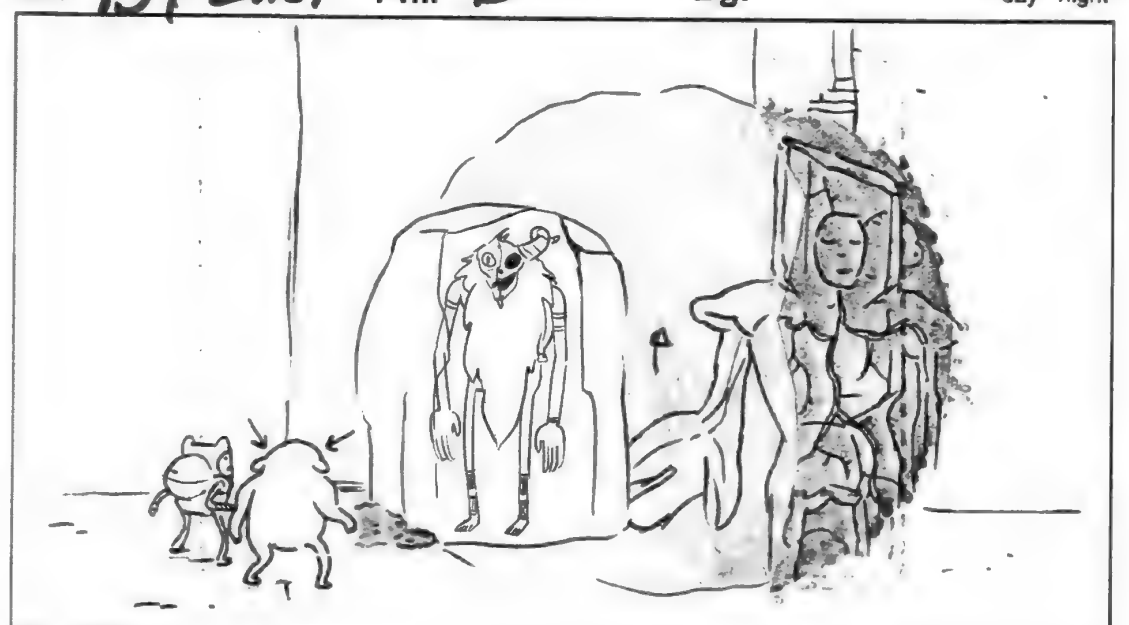
# ADVENTURE TIME



Sc. 157 Pnl. A Bg. day night



Sc. 157 CONT Pnl. B Bg. day night



Dialog:

Action:

(Jake shrinks down) HAND PUSHED AGAINST  
MEMBRANE

NOV 04 2013

Timing:

1025-166

EPISODE #

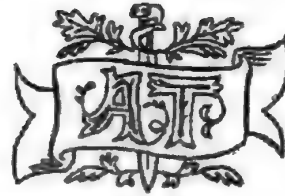
1025/166

Production :

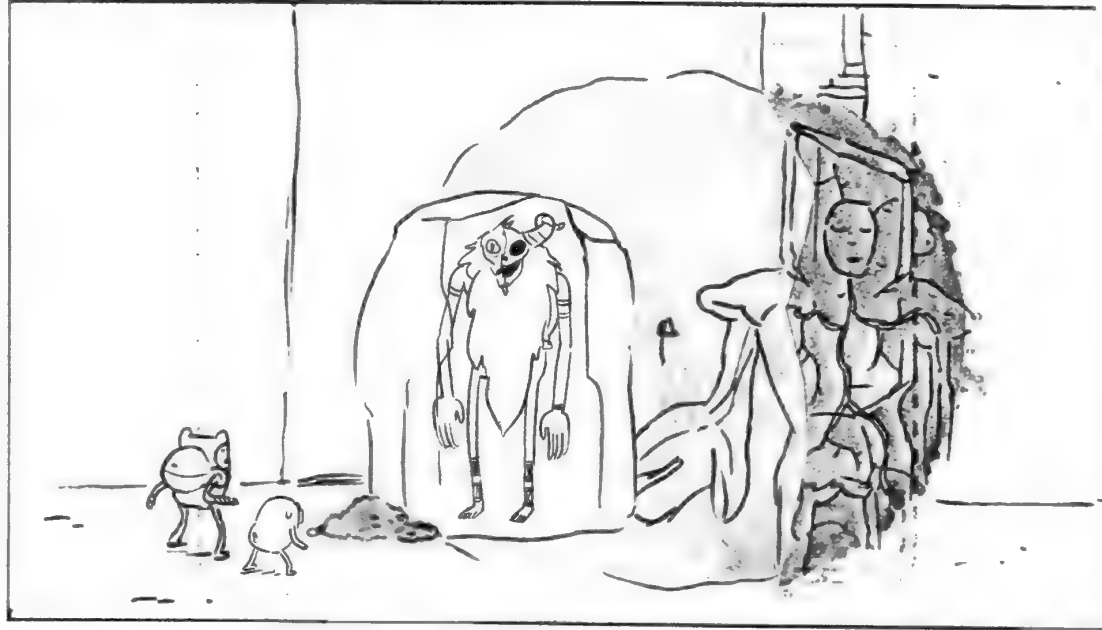
1025/166



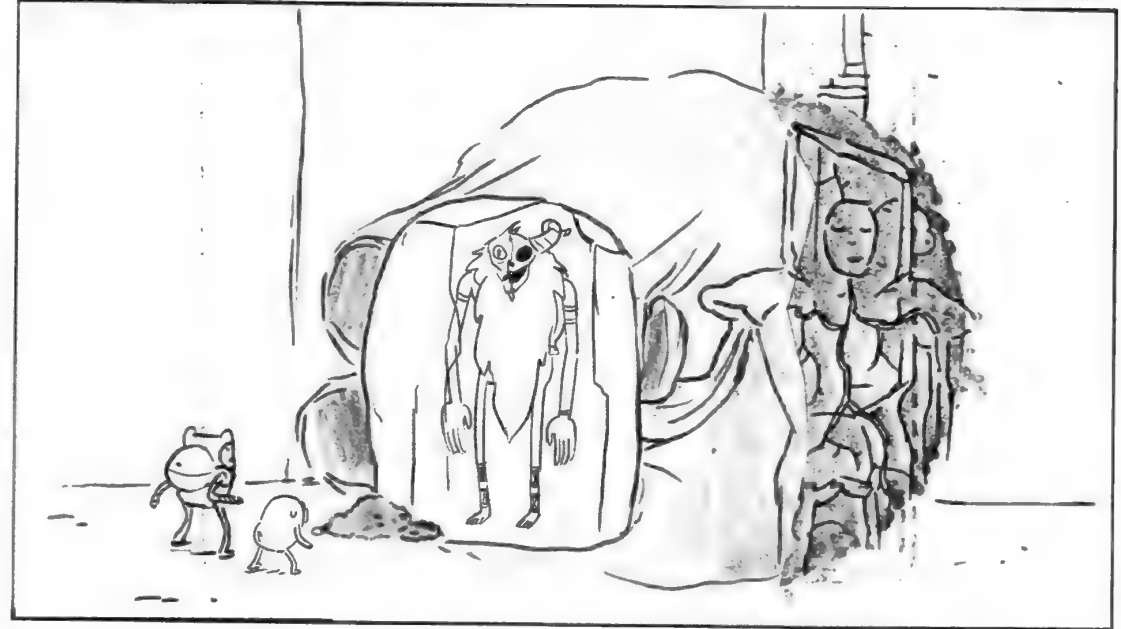
# ADVENTURE TIME



Sc. 157 *CONT* Pnl. C Bg. day night



Sc. 157 *CONT* Pnl. D Bg. day night



Page 196  
*196A NEXT*  
day night

Dialog:

Action:

(membrane breaks)  
1 hand grabs on crystal)

NOV 04 2012

Timing:

1025-166

EPISODE #

1025/166

Production :

1025/166

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# ADVENTURE TIME



*Ho cut*

Sc. 157 *CONT*

Pnl. E

Bg.

day night

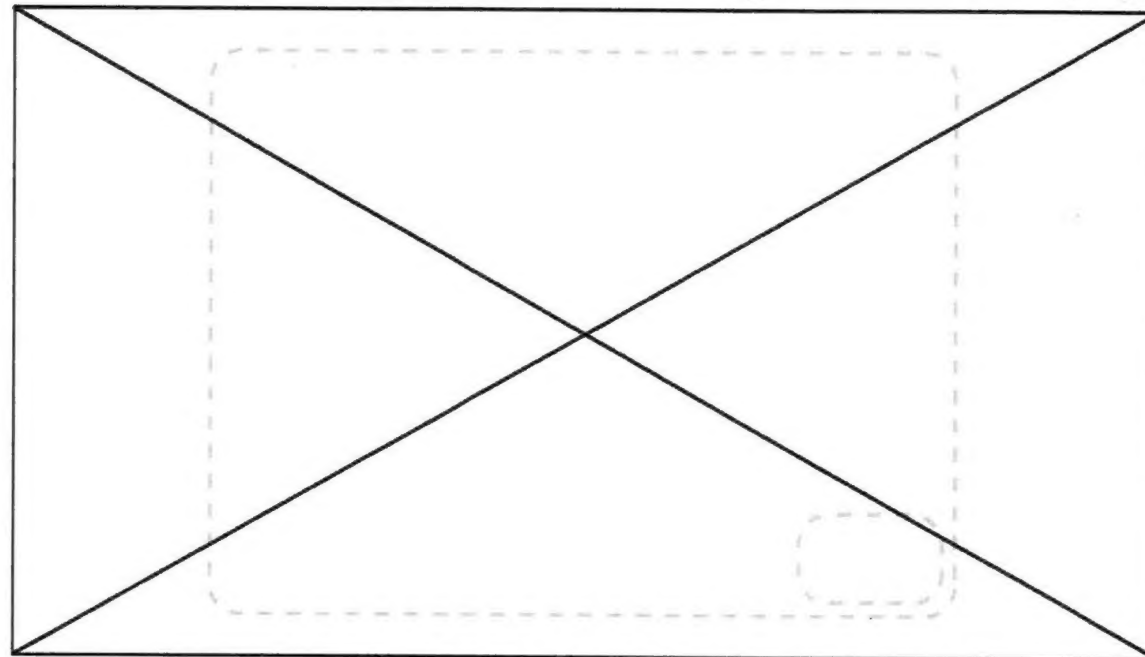
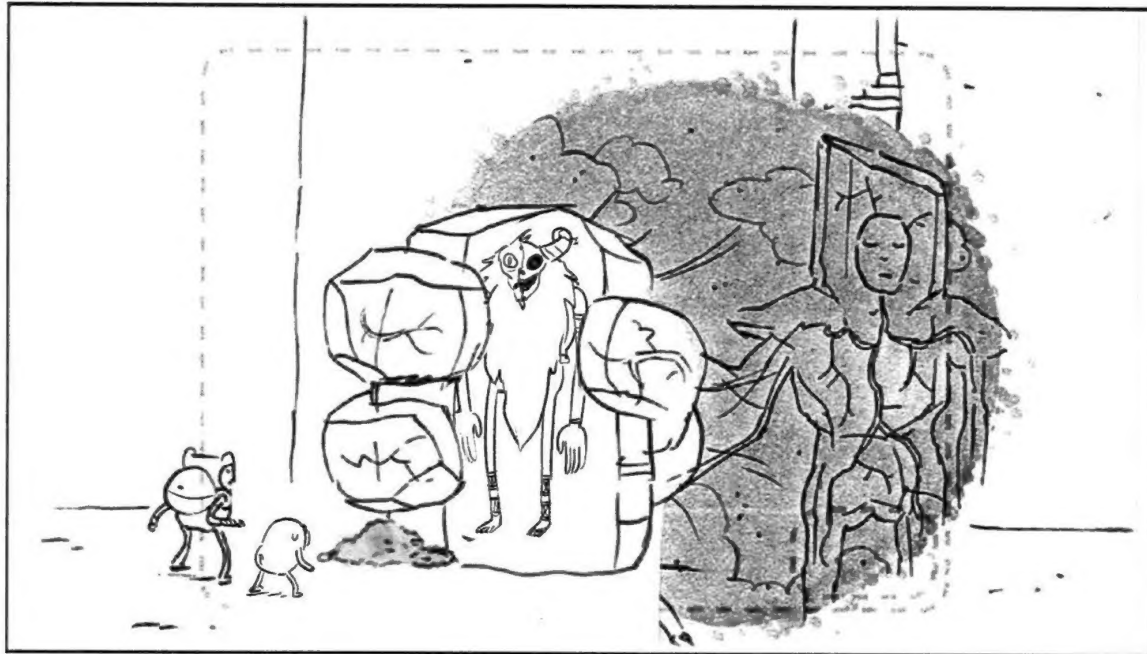
Sc.

Pnl.

Bg.

Page 196A

**197 NEXT**  
day night



Dialog:

Action:

Timing:

NOV 04 2013

EPISODE # 1025-166  
1025/166

Production :

1025/166

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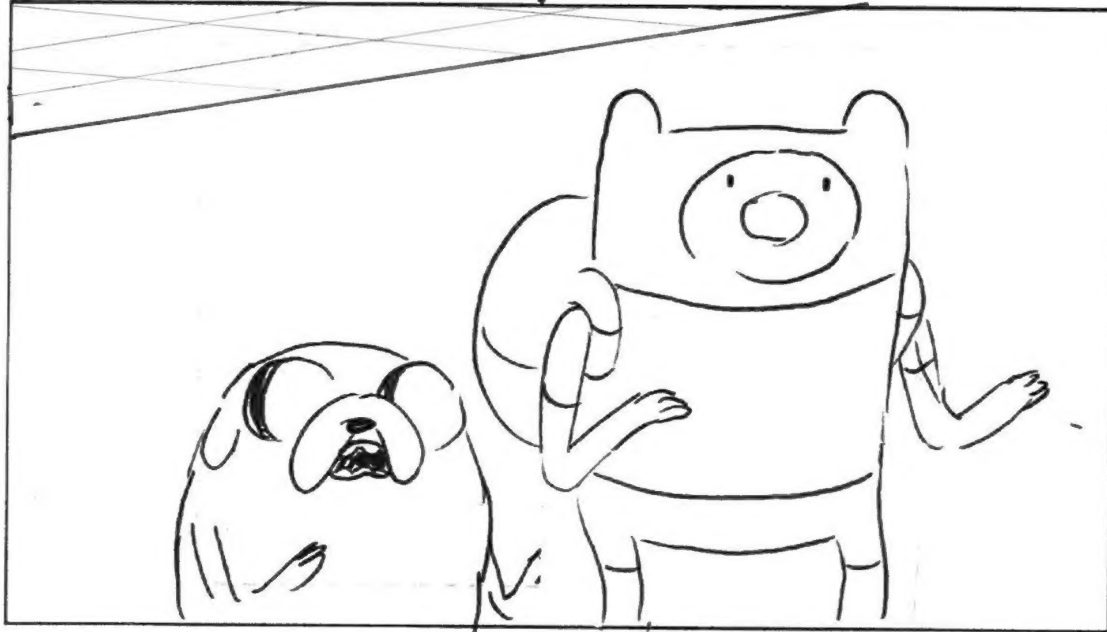
1025/166

He  
Cut

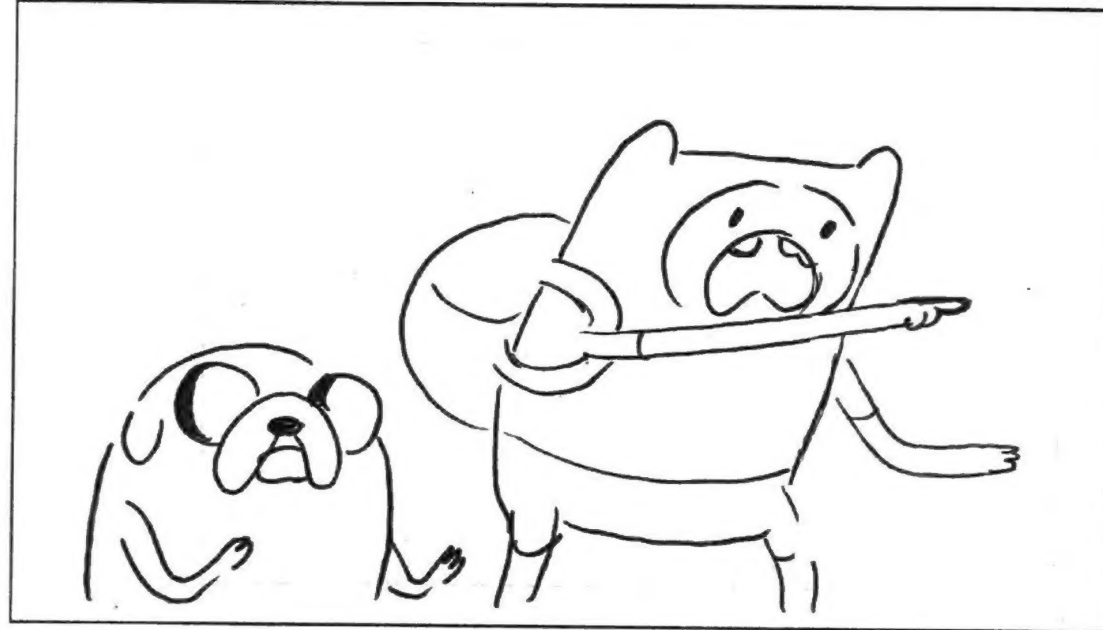
# ADVENTURE TIME



Sc. 158 Pnl. A Bg. day night



Sc. 158 Pnl. B Bg. day night



Dialog:

ⓕ OH DANG

ⓕ I THINK They're going to the citade'!

Action:

NOV 04 2013

Timing:

Production :

EPISODE # 1025-166

1025/166

He  
Cut

Page 197

1025/166

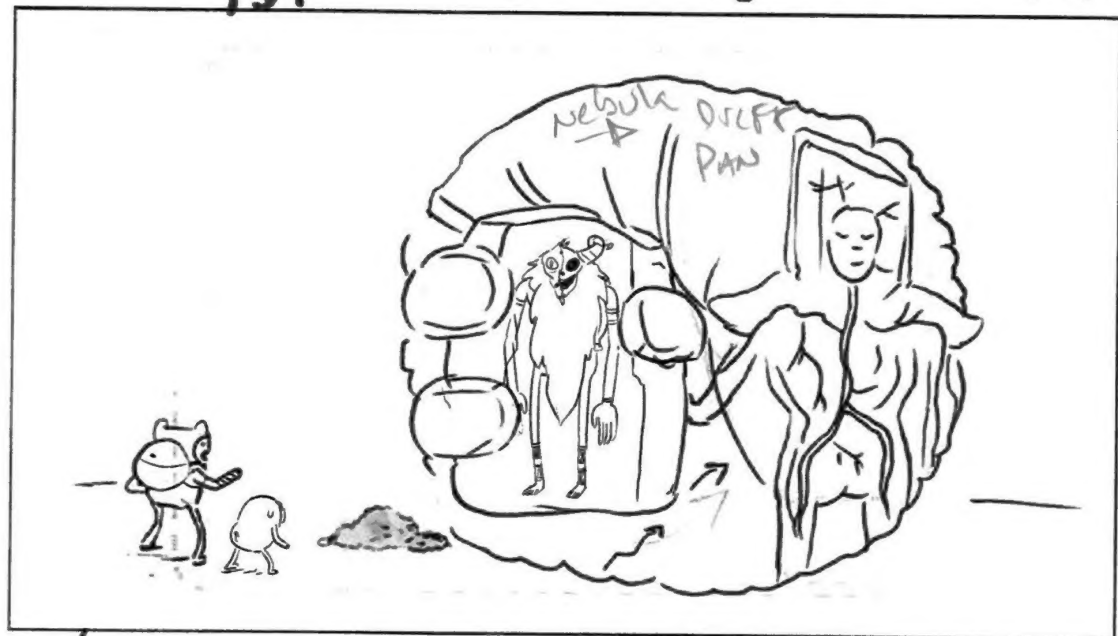
1025/166  
Hu  
Cest

# ADVENTURE TIME

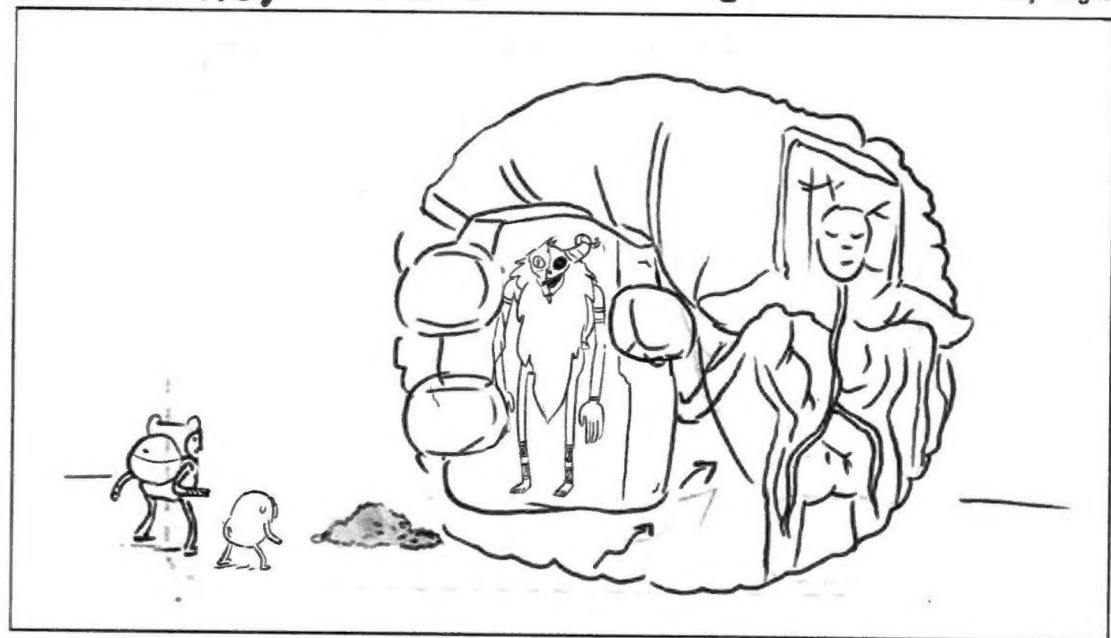


Page 198

Sc. 159 Pnl. A Bg. day night



Sc. 159 CONT Pnl. B Bg. day night



Dialog:

F/ I'M COMING-

Action:

- hand pulls back crystal,  
F+J run after.

NOV 04 2013

Timing:

1025-166  
EPISODE #

1025/166

Production :

1025/166

1025/166

# ADVENTURE TIME



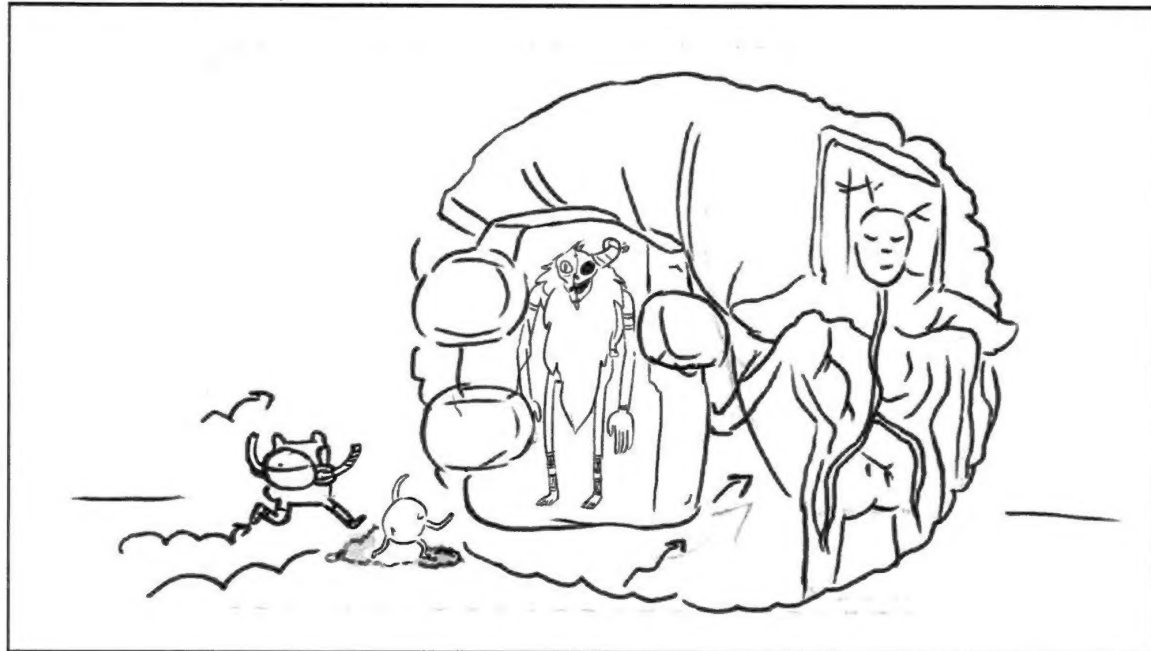
Page 199

Sc. 159 *CONT*

Pnl. C

Bg.

day night

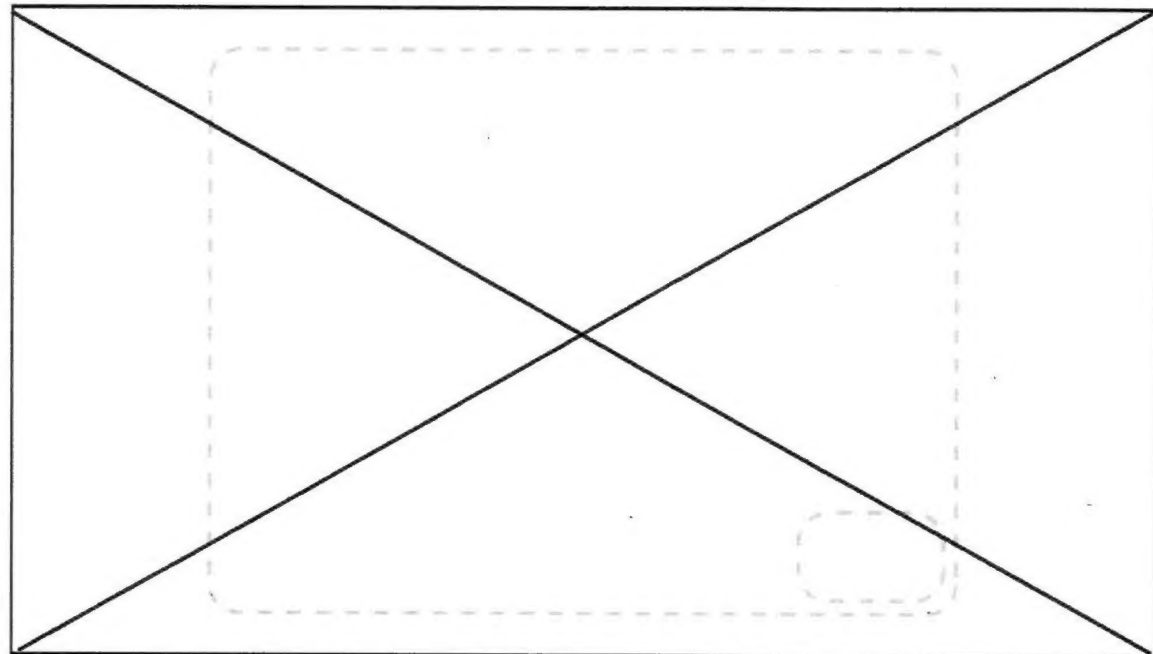


Sc.

Pnl.

Bg.

day night



Dialog:

F/ DADEEEEEEEEE!!!!

←  
EOP

(END)

Action:

- hand pulls back crystal,  
F+J run after.

NOV 04 2013

Timing:

EPISODE # 1025-166  
1025/166

Production :

1025/166